June 1987 - £1

COMMODORE USER

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WIN• •A SKATEBOARD

REVIEWED

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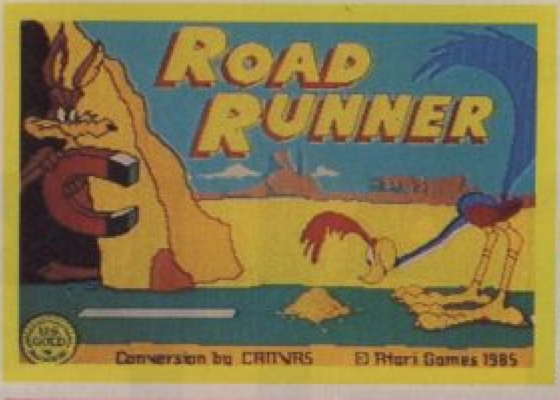
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Road Runner: Acme investigation.

JUNE

SPECIALS



REGULARS



The CU team Kick and Run

ED'S BIT ON THE SIDE

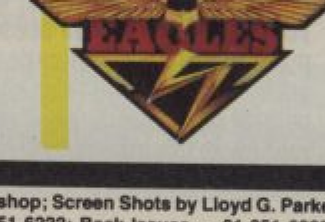
If you are sick and tired of having the general election rammed down your neck every time you pick up a magazine I have some good news for you — this CU is guaranteed Thatcher, Kinnock, Owen and Steel proof. Instead it is crammed with scoop game reviews. You'll already have found our *Play to Win IV* booklet free on the front cover. I am pleased to be able to give you this super free gift without increasing our cover price by 50p. Arcades is crammed with new game previews that are sure to end up on the 64 before long. Hot reviews of the utterly groovy *Wizball* and *Barbarian* puts CU right out in front in the 'getting you the stories first' department as always. Its a great start to the Summer.

The Ed.

SCREEN SCENE





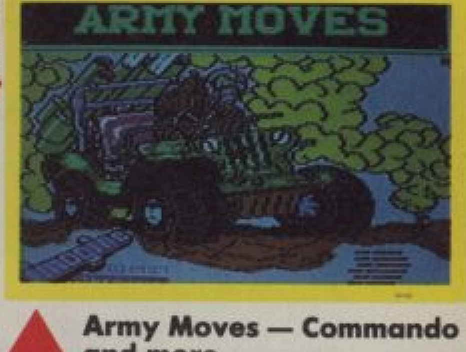




Enduro Racer bogged down.



Wizzball — CU takes the pea.



Army Moves — Commando and more.

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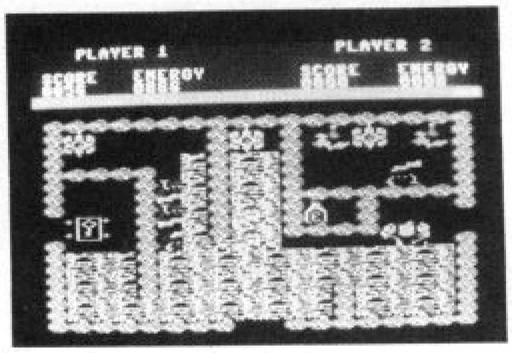
ABC
MEMBER OF THE AUDIT BUREAU OF CIRCULATIONS

Letters

Going down a storm

After reading Ken "The King" McMahon's rave C16 review of "Storm" I rushed out and bought a copy. I was not dissapointed it was très bien, But now for the complaint, why did Mike "the Prat" Pattenden give the 64 version a very average mark whilst it is almost identical to the C16 version which King Ken gave a great mark to? Quibbles apart though C.U. is a real piece of class so make this the star letter or I'll bring Storm and the guys to sort you out.
Darren Forrest,
Midlothian,
Scotland.

The C16 is not as smart as the 64 therefore many games produced on it are not as good. Fact. Storm C16 was very similar to Storm 64 which means the latter could have been better (sound, speed etc,) Mike says you are out of order and a complete wally. Does anybody want to cancel their advertising because we said this.



Speccy owner

I am writing to tell you how good your magazine is in comparison to those awful C64's you have to cater for. Programming is reduced to POKE's and the graphics are either blocky or flickering.

Mind you, the Commodore Amiga is pretty good though, but personally I wouldn't go anywhere near anything else with commodore marked on it. By the way, I own a Spectrum Plus.
Sanjoy Sern
We've witheld your address for fear of reprisals. Your comments are completely outrageous. Do you have a labrador and a white stick?

Wrong

There are not enough colour reviews in 'Commodore User'. The May edition of 'Zzap 64' had 23 reviews and *13* colour pages. (I only know because my cousin gets it). But the April edition of 'Commodore User' has 32 reviews and only *9* colour pages. RIP OFF! Can't you do any better?
Kristan Bullett,
Huddersfield
Excuse us but there were sixteen colour reviews in April. Add the rest and you get 25.

Divvy decision

It is with great interest I read your latest comments to "your readers" in the letters page.

I say "your readers" because after April's issue I am sure a few of them who have taken the trouble to write to you, will be buying other magazines.

I can only presume that the title of Editor makes you automatically assume you have the right to reply to kids like this.

So on behalf of the young lad whose dad you called a divvy, I am cancelling two advertisements placed with you for June and July issues.
Debbie J Sillitoe
Sales and Marketing Manager.
Well you were certainly born with a sense of humour Debbie. Quite why you should feel so outraged is unclear to us. Was it your dad? Your action does have more distrubing implications such as attempting to exert control over our editorial using money as the means to do it. Try it!

Idiot

I am writing in response to a letter that appeared on the letters page of CU dated April 1987, from Hamidun Majid.

I must say that I was greatly angered by the contents of that letter, to write in to complain about a logo used perfectly innocently is, to put it mildly, sickening. i shall be greatly dissapointed if ever you consent to the whims of a pathetic idiot. As for Hamidun, I believe he is reading the wrong magazine, in his letter he says C+VG do not use this type of logo any more, maybe he should read that instead. I am sure losing his subscription will not cause the company to go bankrupt.

Apart from these occasional outbursts I enjoy the magazine very much. Keep up the good work.
D. Roberts,
Alton, Hamshire.
We shall not be changing out logo for any racist nutters, Christian, Jewish, Muslim or Buddhist.

Right on!

I have just been reading through the letters in your April edition, and I just had to write and make this point.

I really stand with you on your decision of not distributing to S.A., and wish a lot more people would take a similar point of view (ie our own so called lilly-livered Government), against the dictatorial and racist policies purported in S. Africa.

I also liked the way you put down the angry Asian for his anti-Semitism, but then you contradict yourself by saying that you welcome readers regardless of RACE, CREED, COLOUR, etc.

After your scathing answer to the S. African? I think somebody down there speaketh with the forked tongue. Tut-Tut C.U.
Jack Diamond.
Ayr, Scotland

Come on now we welcome anybody to the mag except racist, vile scumbags. It's not white S. Africans we hate just those committed to their atrocious treatment of the country's real population. Thanks for the support anyway.

Star Letter

Wife beater!

I Spend around 15/20 hours per week playing games on my computer and I consider my self an average player.

But when my Mother-in-law comes round, who is so odd, she has one go of the bloody thing and gets the high score straight away. She has recently got to level 14 on "*Pod*" I can only get to 12, and also she has got to Osprey level on "Reach for the Sky" (Gremlin), I'm still at Buzzard. My wife also thrashes me at most games.
A.M. James,
Woolwich,
London SE18.
Perhaps women are better gamers. Won't you be a bit of a laughing stock down the old computer club for admiting this. Our advice is to divorce your wife and practice in the extra time this gives you (snigger).

Star Letter



"Vegemite Sandwiches"

I'm a 15-year-old Australian who enjoys surfing, skateboarding, using ye olde 64 and reading your magazine, and I would love to swop letters, tips, hints and programs with anyone in England (or around the world.)

Also while I am writing I'd like to say your magazine is hot, West

Ham will win the F.A. Cup soon, Software in Australia is too expensive, Irdis Alpha is a super bril game, Ian Botham is the only good cricketer in England and Margaret Thatcher is a man in disguise.

If anyone is interested then send a list of your games to;
Ross Piper
Victoria, Australia.

You're right on West Ham, software in Oz, Irdis Alpha and Maggie but let's face it you were walloped by a team of cricketers. What about Chris Broad, Graham Dilly, Philip De Freitas and John Emburey? It's you lot that have got one player. His name is Alan Border.

Sympathy

As an Amiga owner your review of Sinbad was received excellently by me.

I think it would be a good idea to have an Amiga section with news and reviews about Amiga software (and could possibly include the Atari ST).

My only gripe is about the way you answer readers letters. Saying things like 'you must like watching grass grow' is just not good enough.

You must be more sympathetic to other people's points of view on matters. You must explain that what you print in a review is just the personal opinion of the reviewer.

One thing I really liked was the way you anwswered the leter from South Africa (April 87). Well done.

Apart from my one gripe your magazine is a good one. Keep up the good work.
D. W. Norman
Chiswick
London W.4.

Surely you can't expect us to behave intelligently and respond to critism properly. That would be plain dull and far too reasonable. But you can count on more Amiga coverage.

Over there

I am writing from America and I wanted to address a few points to you and your readers in England.

First off, your magazine is excellent; there are no computer/software magazines in the U.S.A. that even come close. I consider myself fortunate to find a copy each month at a local software store. Those of your readers who find faults with CU should have their heads examined.

I often read your letters section and I notice a fair amount of complaints levelled at various English software releases. Heck, your readers should count themselves lucky that they at least have software to criticize.

Here in the U.S. the software (games) industry is in sad shape. There was a time not too long ago when one could walk into any software shop and find plenty of new and interesting games. But that isn't the case anymore and many of us here really are starved for software. I used to be able to buy a quality new game at least once or twice every few weeks, but now it looks like once every month or two is about right.

One more thing about U.S. software; the words 'arcade conversions' do not exist in their vocabulary. Of my sixty or so titles, only 'Marble Madness' and Russian Attack' were ever in the arcades. I guess I'd better book a flight on the Concorde if I ever want to buy *Gauntlet, Paperboy, Dragon's Lair,* or any other arcade title.

So the next time a reader wants to gripe about 'that bug' or 'the music stinks', he or she should remember us Americans who can't even ge a game to complain about. And to all the English software houses, I beg of you, "Start sending some games our way!"
Jeff Marx
Encino,
California.



Wind

I would like to praise you (no, this isn't another creepy letter) on the reply to B. Robinson's letter. No other mag has the guts to talk about politics.

Anyway, when the letters section was a twinkle in Eugene's eye it was called Feedback (ask your Grandad, he'll know) and weighed just one page. Since then he's grown, got christened Letters, and put on so much weight that in the last weigh-in he totted up four pages. But now he's so fat he's got wind which usually comes out as "CU is deteriating drastically and I'm subscribing to Zzlop!" or "CU I love you, please, marry me". Either way wind stinks so replace it with pictures of Uncle Jim to reassure us of his safety.
Chris cousins
Taunton, Somerset.

PS. If someone doesn't like the word 'crap' in the mag, he's boring.



Sid the sexist

There's one thing wrong with your magazine, and that's girls. The fact is that there very rarely mentioned, especially in the letters department. Is this because they haven't learnt to write yet or aren't there any computer freak girls out there.

So that you don't have to strain your rusty old brains on how to get more girls into the mag, I will save you the bother and suggest that you have a page 3 like the *Sun.*



If your stuck for girls to pose, tell me and I can give you a list of girls you can use. By the way I just thought that I would tell you that your mag's great.
Gary Scott,
Peterborough

We think it would be nice to have more female participation but not in the way you want! After all girls just wanna have fun too.

Howzat!

I read Commodore User and Zzap! 64 regularly. I was not sure which magazine I liked better. So I came up with a "different" way to seperate the two. I decided to enter the staff from each magazine and played *Graham Gooch's Cricket* with the two teams. I now know which magazine to read. Here are my results:

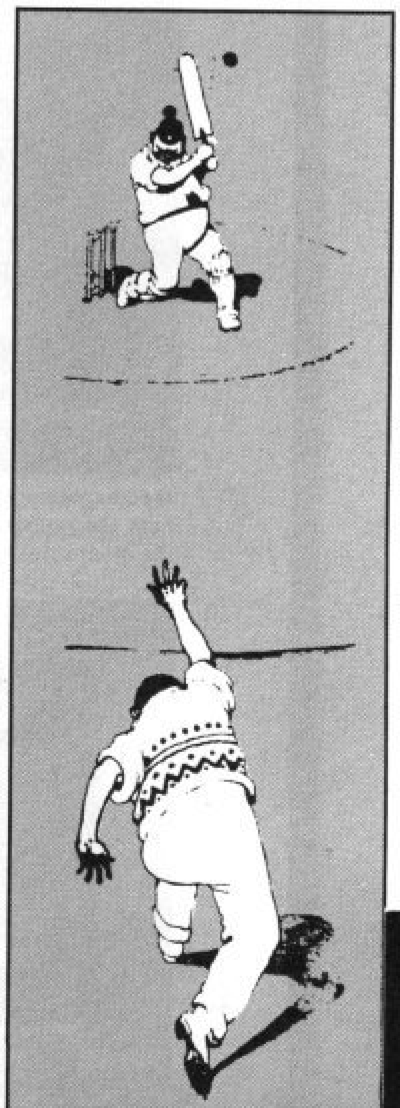
Commodore User 1st Innings.
(Pattenden 58, McMahon 48, Bradbury n.o. 33)
Total: 233

Zzap! 64 1st Innings
(Julian Rignall 66, Lloyd Mangram 62)
Total: 222

Commodore User 2nd Innings
(Pattenden 102, Cain 104 n.o.)
Total: 445

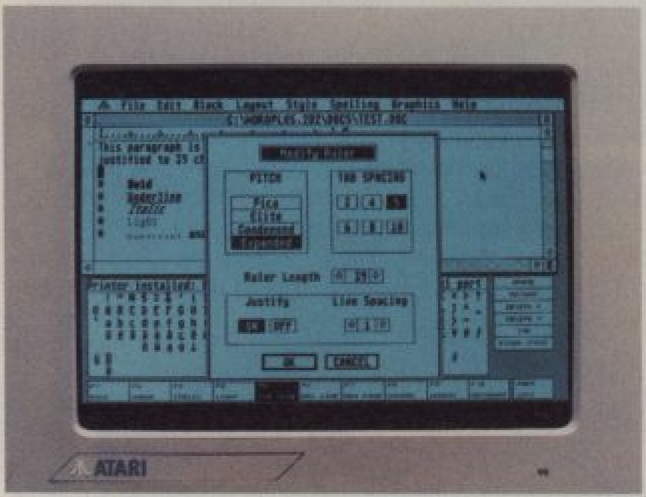
Zzap! 64 2nd Innings
Total: 189

Commodore User won by 267 runs!



Letters, Commodore User, Priory Court, 30-32 Farringdon Lane, London ECIR 3AU.

But it's not all fun and games.



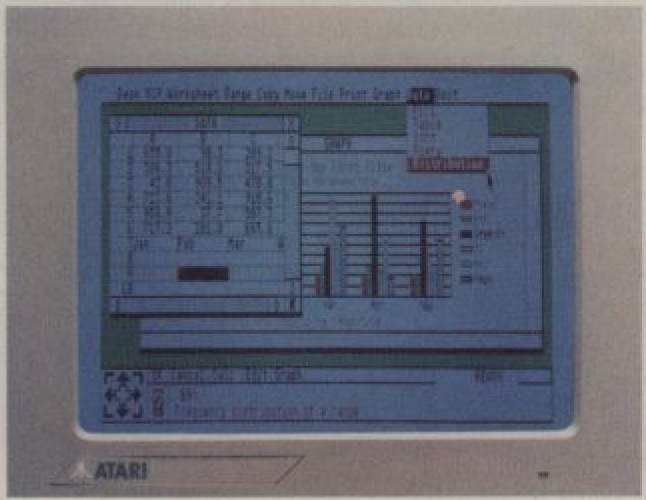
1st Word Plus – G.S.T. Professional word processor featuring U.K. spellings and integration of graphics including 1st Mail for full control of form letters etc.



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ots are rom the original Arcade game. If you require any further information concerning software featured please write to: PO Box 555, Atari House, Railway Terrace, Slough, Berks SL2 5BZ

Letters

Pillock

I'm a pirate and proud of it. Each month I pirate all the latest games from companies such as Elite, Ocean, Activision, Melbourne Hse, etc, and sell them to whoever I can find who is stupid enough to buy them for three pounds a go. I don't do it because I need the money, I do it because I enjoy ripping off the companies involved.

I didn't enclose my address, but even if I did your false threats wouldn't amount to anything. You can try to stop us pirates but you will never succeed.
Tahir Rashid
ACE pirate

Gosh, you're a bit of a rebel, aren't you? Bet you pull the wings of flies too. Dare we say you are a total DIVVY!

Warning

The other week my friend brought me the Konami Coin-op hits for my birthday, for the C16.

I looked forward to playing on it, but when I loaded *Green Beret* there was no title screen, no music and I have seen better graphics on the VIC20. As for *Ping Pong* that was no better. *Hypersports* was OK, the graphics weren't too good but at least it had a title screen. *Yie-ar-Kung-fu* is too easy, all you need to do is wiggle your joystick around and you've beaten it. How could Imagine program such crap and charge you a tenner, when they've even left out *Mikie*. My advice is if you haven't already wasted your money on it don't bother. By the way, I think your mag is great.
Darren Bunting
Codnor, Derbyshire

Sound advice. We should have warned you about such shoddiness.

Sensible

Doug 'MEAT LOAF' Sinclair here, halfway through my 'O' Grades, writing to you to get a break from memorising Macbeth, and swooning at the sight of Heather Locklear — my second True Love. (Who is my first True Love?)

Now over to Doug 'MAGNUS MAGNUSSON' Sinclair for some of the questions that baffle man — whoops — personkind: Do Five Star ever change their dance routine? Is Meat Loaf the greatest thing to hit the world since Queen Victoria? Is Eugene Lacey a spectral apparition from another dimension? What is Matt Houston's real name? (*Nick Kelly — Ed*).

Sit down now for the serious side of life through the eyes of Doug 'SANDY GALL' Sinclair. It seems to me that computers have turned solely into games machines. This is fine in moderation (a new game every couple of months or so) but some people I know are letting computers, or to be more precise, computer games, run their lives.

You may scorn this, but I am serious. If people are putting immediate enjoyment from games before their future, something is very wrong. This problem cannot be pinned on software companies. Parents are the most likely to blame. In my opinion, parents of such children don't care. They think that computers are the future. As long as their offspring have a part of it they will be successful. As a result, they leave their children 'alone' with the computer. They buy them games thinking that computers do nothing else. Soon, their children are game-freaks who never do homework, go outside, etc. They will come home from school, switch on the computer and play games.

I know what I'm talking about. I used to be a games freak but that is in the past. I still play games but also do my homework and plenty of revision.

So parents, do something before your kids persuade you to buy them an Amiga or an ST to play games on. If they can't be separated from the computer, encourage them to start programming. Make them do their homework and revision for an hour or two, before they play the computer. Encourage them to go out more and socialise. Their future lives may depend on it.

If you print this letter, you may get readers writing in to complain that I'm a square, etc. What I have written about does happen. Don't shut your eyes to it.
Douglas Sinclair
Powmill, Scotland

Misery

I'm writing to you because I think Mike Pattenden is a miserable old fart.

Your mag is nothing short of hallowed, but that little smell gives everything bad reviews.

I have therefore devised the ultimate torture for him; the whole week playing nothing but the games he's slagged off, and intervals of listening to the Ed's old Barry Manilow LP (zzzz).

Maybe this should cheer the little bum up a bit.
Jill Hollinshead
Barry, S. Glam

Naff off! No sorry, I didn't mean it, that kind of thing costs advertisements. Sweetness, jollity, butterflies and flowers to you all (MP). PS — What about Wizball this ish?

Decision

I write with reference to the April edition of CU and the absolutely brilliant article on the 16-bit super computers, the Amiga A500 and the Atari ST.

Seeing the superb graphics that the Amiga and ST can produce and the brill games available, I now intend to buy one of the two. But the million dollar question is which one?

There seems to be a lot more games for the ST than there is for the Amiga. Is this just temporary or are the software companies concentrating on the ST rather than the Amiga?

Also, are the graphics on the Amiga that much better than those of the ST's.

So finally I leave my computing future up to your experience. Do I buy the Atari ST or the Commodore Amiga A500?
Peter Giacopazzi
Berwickshire, Scotland

You pays your money and takes your choice. The Amiga has slightly superior specifications but costs more. As for the software case, remember the Atari has a head start.

Lone voice

I was absolutely horrified when reading the letters page by two letters in particular and by your replies to them. I refer to the letter titled 'flippant' from Alex Spicer and one titled 'get lost' from B. Robinson.

These are two extreme examples, what right do you have to call someone whom you don't know 'Fat, healthy and rich' simply because you disagree with the political processes in the country in which he lives? I buy a computer magazine because of my interest in computers and not in order to have the left wing views of your letters editor forced down my throat.

Is it now CU policy to be as rude as possible to anyone who dares to be critical of your magazine whilst sending out prizes to people writing such fawning views as displayed by J. P. Ahern in the same issue?

I hope that you are willing to take note of my grave concern.
W. Barry
Bolton

Gosh, we print so many fawning letters don't we? As for left wing views we hope you'll note that the Anti-Apartheid Movement is a blanket organisation taking in everyone from Christians to Communists. That smacks of the typical retort of someone trying to discredit groups like the AAM or even CND (who, as we know, are all Commies).

Letters, Commodore User, Priory Court, 30-32 Farringdon Lane, London ECIR 3AU.

BUZZ

MASK

You've read it, you've watched it and now you can play it too — yup, it's *MASK* the game. The very unpleasant folk at VENOM have scattered your unfortunate fellow-MASK agents all over the time-space continuum and it falls to you, Matt Trakker, to search for them. In your trusty, but sadly still war-damaged transporter Thunderhawk you navigate dangerous terrain, avoiding or, if necessary, blasting obstacles and VENOM patrol craft. You have to retrieve your missing agents — and their masks, which are also lying about the place. *MASK* by Gremlin, should be in the shops in July.





WONDERBOY

To the delight of "Cute" Euge Lacey who raved about the coin-op version of *Wonderboy* just two issues back, Activision have just announced the release of a "very faithful" conversion to the C64. Yes, now you can bound through a tropical rain forest, acquiring skateboards and bumping off giant bumble bees without ever leaving the comfort of your front room. Definitely the most fun you can have in a nappy.



BIG FOUR

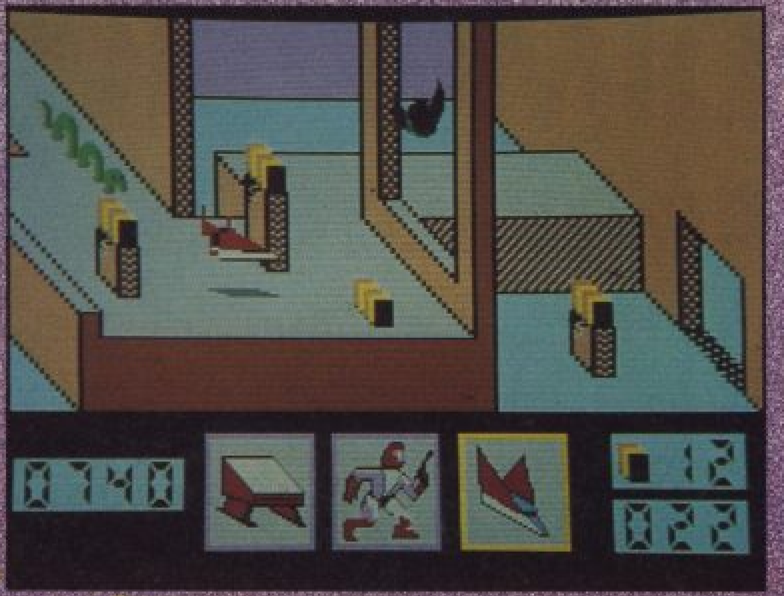
Firebird are ready to let fly with another volley of cheapos of exceptionally high quality. The game in the picture is provisionally entitled the Big Four Pack. It features four golden oldies for £1.99. These will take you back a bit — there's *Invaders, Asteroids, Snakes,* and *Space Wars.* A nice little piece of software nostalgia of less than 50p a shot.

There is nothing old fashioned about *I Ball* — a futuristic shoot-'em-up in which you build up your fire power by collecting extra weapons as you travel. This is a fast and furious shoot-'em-up in the mould of *Terra Cresta* — with the screen crammed full of nasties and explosions. The aim of the game is to rescue your fellow 'balls' — trapped at the end of each level. There's 'Lover Ball', 'Eddy Ball' and 'No Ball' amongst the twenty six levels of play. A wacky sound track and really loud sound effects make this game a hot favourite for next month's Cheapo of the Month.



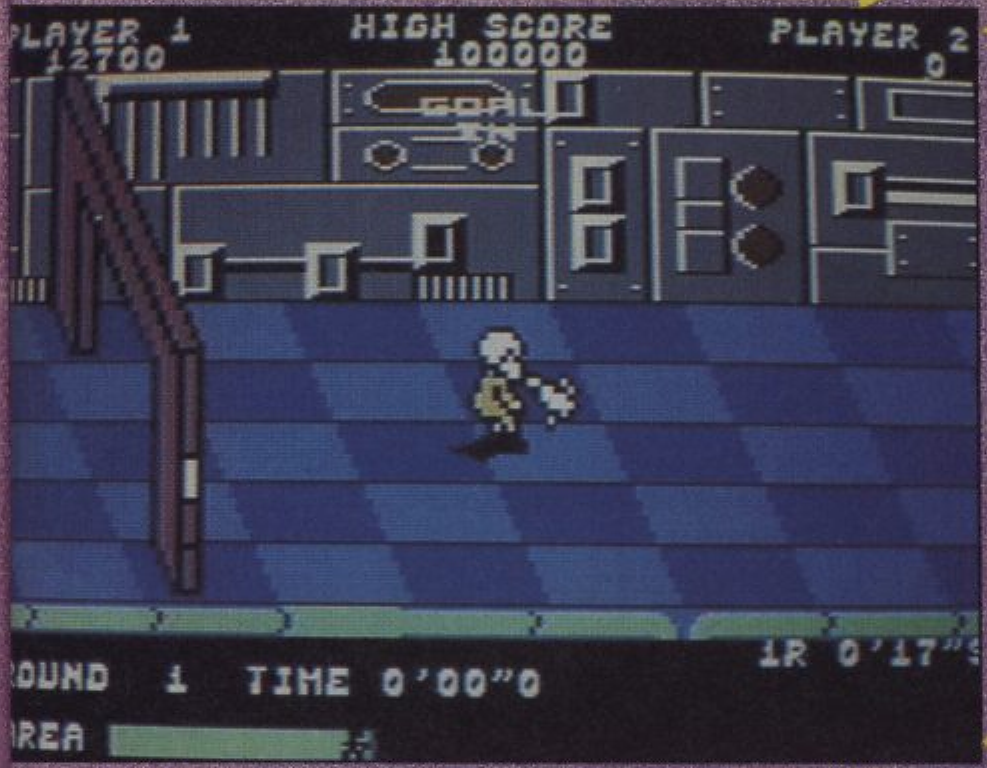
COMICS

Now, here's something a bit different: a game within a comic within a game! In Accolade's *Comics*, you play dashing comic strip hero *Steve Keene: Private Spy.* You're the leading character in a frame-by-frame adventure story, with one frame appearing on your screen at a time. But you can also control your destiny by changing the dialogue and the course of action in the story. Different choices will mean different plots. At various points in the story a series of frames will lead to an arcade-style game, which Keene (alias yourself) will have to come through in one piece in order to be able to continue with the story. Can he do it? Can you understand it? Find out in July.



DECEPTORS

Are you one of those folk who secretly rather enjoy fooling around with your little brother's *Transformer* collection? If so, keep your eyes peeled for Accolade's latest C64 offering, *Deceptors*, whose metallic hero has the power to adopt three different body forms. You cruise about your 3-D world as a speedy land vehicle, a nifty aircraft or "your very own alter ego in robotic embodiment" (it says here) encountering a variety of weird machines and beasts before having to meet and defeat the keeper who awaits you at the end of each level. Metal up, y'all!



METROCROSS

Though not exactly a world beater in the arcades *Metrocross* does come from an impressive stable — Atari Games, the people that brought you *Paperboy* and *Gauntlet* — a fact being mightily hyped by US Gold.

In its favour it is a high quality 64 conversion. On a recent visit to US Gold I couldn't help noticing that it was *Metrocross* — and not *Road Runner* — that the game testers seemed to be most hooked on. So what's it all about? A left to right scrolling game in which you have to negotiate various obstacles against the clock. The chequered road surface causing different things to happen to your player — such as slowing down, speeding up, leaping in the air — very much in the mould of Gremlin's *Trailblazer*. If you can get to the third level there is the ubiquitous skateboard. We'll be hopping on it next month.

HI FRONTIER

Activision admit to a "certain moral dodginess" about their latest game — Hi Frontier, a simulation of the lead-up to, and aftermath of, a thermo-nuclear confrontation.

The game trades on the excitement of the build-up to the conflict. Very effectively it does this too — with flashing icons, ticker tape print-outs of ever more worrying messages of a build-up — until the big bang itself. It's very well put together. Fast moving, and challenging. Somehow though you just can't help feeling there is something not quite right about playing nuclear wargames.





UNINVITED

One of the more interesting of the initial batch of Amiga games you can expect to see cluttering up the shelves of your local software emporium is *Uninvited*, by Mindscape. In this chilling little adventure you've arrived in a well creepy house after unexpectedly totaling your car. You're looking for your brother, or, failing that, a telephone. Once inside, it soon becomes apparent that you'll be lucky if you even find your own way out of this gothic nightmare. With the Amiga's extraordinary graphic capability allowing every chilling detail to be brought out, *Uninvited* looks like a must for all Amiga-owning adventure-gamers.

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BUZZ

C64 CHART

TM	LM		
1	1	PARK PATROL	FIREBIRD
2	2	BMX SIMULATOR	CODE MASTERS
3	NE	SIX PAK	HIT PAK
4	19	EXECUTIVE LEADERBOARD	ACCESS-US GOLD
5	NE	DEEPER DUNGEONS	US GOLD
6	NE	INTO THE EAGLES NEST	PANDORA
7	NE	FOUR GREAT GAMES	MICRO VALUE
8	NE	EQUALIZER	POWER HOUSE
9	5	MICRO RHYTHM	FIREBIRD
10	RE	FOOTBALL MANAGER	ADDICTIVE
11	10	NEMESIS	KONAMI
12	8	180	MASTERTRONIC
13	4	LA SWAT	MASTERTRONIC
14	NE	AUF WIEDERSEHEN MONTY	GREMLIN GRAPHICS
15	3	GUNSHIP	MICROPROSE
16	14	PAPERBOY	ELITE
17	6	ARKANOID	IMAGINE
18	15	OLLIE AND LISA	FIREBIRD
19	7	KARATE CHAMP	AMERICANA
20	12	GAUNTLET	US GOLD

Chart Chat

Still topping the charts is Firebird's cute cheapie *Park Patrol*, but in fact you have to wait until number 4 before you find a full price game, one of only nine in the whole top twenty. The rest of the running is all made by budget games and compilations. No real surprise that *Football Manager* should make such a strong re-entry into the charts since it now costs two pounds. It could well be topping the league by next month. Further down *Monty* hops back at number 14, but *Paperboy* and *Gauntlet* are still selling six months after their release. But whatever happened to *Delta*, Thalamus' red hot shoot-'em-up, a new entry at 11 last issue but nowhere to be seen this month?

Over on the C16 chart footy games seem to be popular with three featured in the top ten, otherwise it's all cheapos and compilations. Keep an eye out for *Thrust* next month — not a brilliant conversion, but likely to go steaming up the charts anyway.

C16 CHART

TM	LM		
1	1	GUN LAW	MASTERTRONIC
2	2	STORM	MASTERTRONIC
3	NE	KONAMI'S COIN-OP HITS	IMAGINE
4	4	WINTER EVENTS	ANCO
5	NE	FOOTBALL MANAGER	ADDICTIVE
6	NE	FOUR GREAT GAMES	MICRO VALUE
7	5	HIT PACK	ELITE
8	NE	BATTLE	MASTERTRONIC
9	6	SOCCER BOSS	ALTERNATIVE
10	3	FOOTBALLER OF THE YEAR	GREMLIN GRAPHICS

BUZZ

Prohibition

Take that, you doirty fink! a scar-faced fedora'd mobster from Infogrames has just burst into the CU Speakeasy brandishing an incredibly authentic-looking 1928 Thompson sub-machine gun.

Apparently this punk is here to publicise Infogrames forthcoming *Prohibition*, a shoot-'em-up set in that infamous period of modern American history when men were men and violin cases were to be avoided at all costs. In *Prohibition* your mission is to stalk a seedy city block taking out the gangsters lying in wait behind cracked windows, in dustbins, under manholes or on roofs.

And just to celebrate the birth of this fab new product, the man from Infogrames has handed us his shooter to pass on to some lucky CU reader. Yes, you could be the proud owner of the gun that ruled Chicago if you can answer this one ridiculously simple question:



Big Jim looks after your shooter

How was notorious mob leader Al Capone finally brought to justice? Was he arrested (a) for tax evasion; (b) for spitting on the sidewalk; or (c) for running a protection racket for Chicago barbershops? Answers on a concrete overcoat to:
Prohibition Compo, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

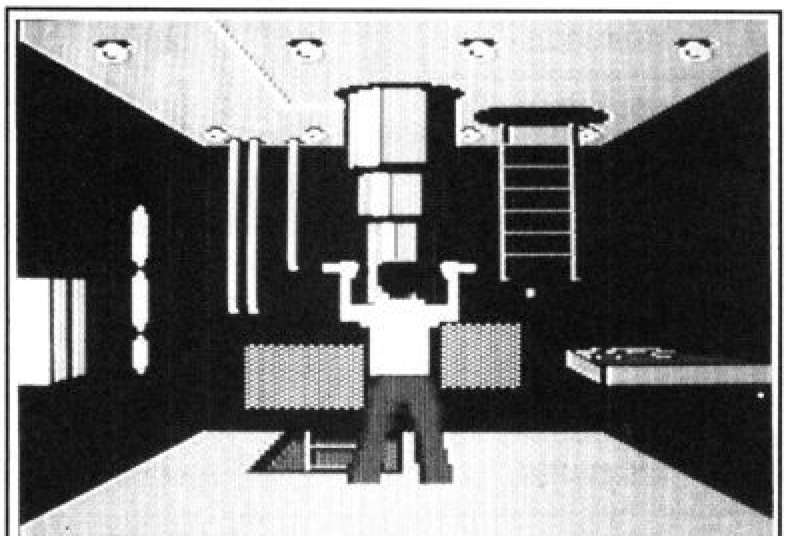
The first correct answer out of the moonshine bottle carries away the Tommy Gun plus a game, the next five suckers get a sweat shirt and a game.



BACTA lodges coin-op appeal

Further to our feature last issue on the controversial decision of the court of Appeal that for licensing and other purposes any public premises with an arcade game will be treated as a cinema, the coin-op proprietors trade association BACTA have, as expected, lodged an appeal to be heard by the House of Lords.

Meanwhile, a BACTA spokesman, while agreeing that "it is generally acknowledged that this act was not intended to cover arcade games", refused to confirm a report in trade publication *Amusement Business* that the Home Office had unofficially stated that they would move to amend the Cinema Acts should BACTA's appeal fail.



Microprose shot down by Germans

The West German authorities have just slapped a ban on Microprose's popular submarine simulation *Silent Service*, apparently for being "too realistic" under legislation designed, among other things, to protect German youth from products which might incite aggressive behaviour.

Silent Service is the second Microprose game to be placed on the Youth Dangerous Publications List, which effectively restricts sales of the game to certain regulated outlets, such as sex shops. Already listed by the German authorities is the American simulation specialists' *F-15 Strike Eagle*.

On a recent visit to London, Microprose's colourful boss, USAF reservist and sometime Pentagon adviser Major "Wild" Bill Stealey pledged that he would fight the ban, if necessary in the West German courts. While supporting the intent of the List, to protect West German youngsters from "outlandish, garish, pornographic and excessively violent graphic representation" Bill is adament that Microprose products do not fall into this category.

"We believe the time has come for the German authorities to take a second look at legislation which — wrongly in our opinion — lumps together computer software with pornographic videos," an impassioned Stealey told reporters.

Re-bounder

Yes, it's that time of year again. No sooner have the first flowers pushed through to the surface and the birds found their voices, than the public's thoughts turn to Wimbledon and the warm air fills with the distinguished *pock-pock* of cat-gut meeting felt.

Never ones to miss an opportunity, Gremlin have decided that the time is ripe to announce the reappearance in our cosmoverse of that most adventurous of tennis balls, *Bounder*.

This time our furry friend must bounce his way through 18 levels of enemy-infested platforms in an attempt to reach the Master Alien. Obstacles will include fleets of aliens whose intelligence increases with each sheet, sentinels waiting at the end of each level and the never-ceasing threat of deflation or bursting caused by sudden changes in pressure. Bounder will be equipped with designer armour-plating and a range of weapons, and with a mission as strenuous as this, he's certainly going to need all the help he can get. Compared to this, getting to Centre Court will be a cakewalk.



19

Remember that excellent, if rather unusual number one single of a couple of years back, "Nineteen" (*"In World War Two the average age of the combat soldier was twenty-six. In Vietnam he was N-N-N-Nineteen*)?

Cascade Games have just announced that this anti-war hit by Paul Hardcastle is to be the theme of a new computer game named — surprise, surprise — *19*.

According to Cascade, this game is "to break new ground in that it closely follows the theme of a successful record". How exactly? Well, the player will apparently take on the guise of a nineteen-year-old draftee who is given the choice between "fighting the war or fighting the draft". If you decide to fight the war, you're thrown into an arcade-style action game. If you opt for the role of conscientious objector you instead play an adventure in which you join the peace corps and campaign for an end to the war in Vietnam.

Like the recently-announced *Platoon* game Ocean are bringing out, *19* is a break from the normal run of war-based games in that the product from which it originates actually has strong pacifist overtones. And, as with *Platoon*, the big question must be will the game stick bravely to its anti-war theme, or will it just be another "Nam-based *Commando*-style shoot-'em-up"

Commodore profits — Rattigan's loss

Commodore's President and Chief Executive Officer, Tom Rattigan has resigned from the company, and filed a law suit against his former employers.

Apparently Rattigan's leaving Commodore represented the culmination of a bitter dispute between himself and Chairman of the Board and chief shareholder Irving Gould. Gould, it seems, resented Rattigan's high profile and allegedly decided to assert himself in the boardroom so as to reduce Rattigan's overall control of the day-to-day running of the company.

The crunch came when the board sided with Gould against Rattigan in confirming a senior managerial reorganisation. Two days later Rattigan was suspended, and he resigned. Feelings were reportedly so heated that Rattigan had to be physically manhandled out of Commodore's offices and, according to one source, armed guards were posted outside to prevent him re-entering.

This abrupt termination of Rattigan's involvement with Commodore comes just as the company annouce their fourth consecutive quarterly profit.



News

Updated image:
Further to the comments of frustrated reviewer Bohdan Buciak in the April issue of *CU* (see Tried and Tested), we're delighted to hear that CRL have now produced a new — and hopefully clearer — set of instructions for their drawing package, *The Image System*. Owners who'd like a copy can write to CRL, CRL House, 9 Kings Yard, Carpenter's Road, London E15 2HD

Commie show:
The Commodore show kicks off on the 12th-14th June at the Novotel Hotel in Hammersmith, London.

As usual the main attraction will be the Commodore User stand where you can meet the team and find out what's really worth looking at at the show.

If you are full of cash you can purchase an Amiga A500 at the show — but don't expect to be able to get inside the business part of the show — that's for over 18's only.

Games companies known to be attending are Martech, Anco, Llamasoft and Mastertronic.

Apocalypse now:
Attention, all you button-happy honchos: Martech need your assistance. Seems that they're in the final stages of developing what they modestly describe as "the shoot-'em-up of the year" and they need some dudes who are really hip to the high-score scene to help them push their new game, Mega-Apocalypse, to the limits.

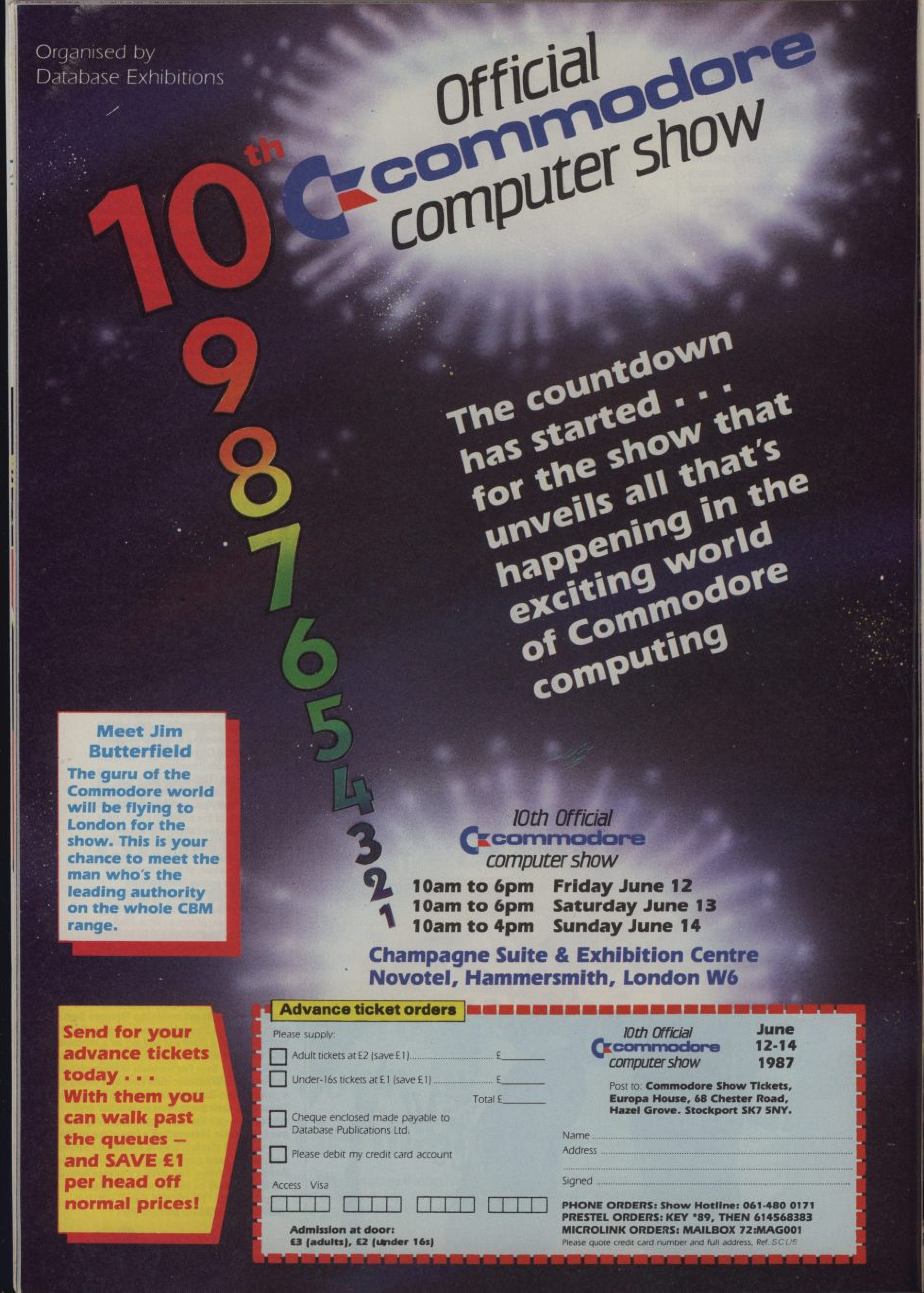
If you're prepared to travel to the top-secret test site, and to risk permanent brain damage send a letter to:
Mega-Apocalypse, Martech, Martech House, Bay Terrace, Pevensey Bay, East Sussex BN24 6EE.

You're also asked to include in your letter your high-score for at least three of these four shoot-'em-ups:

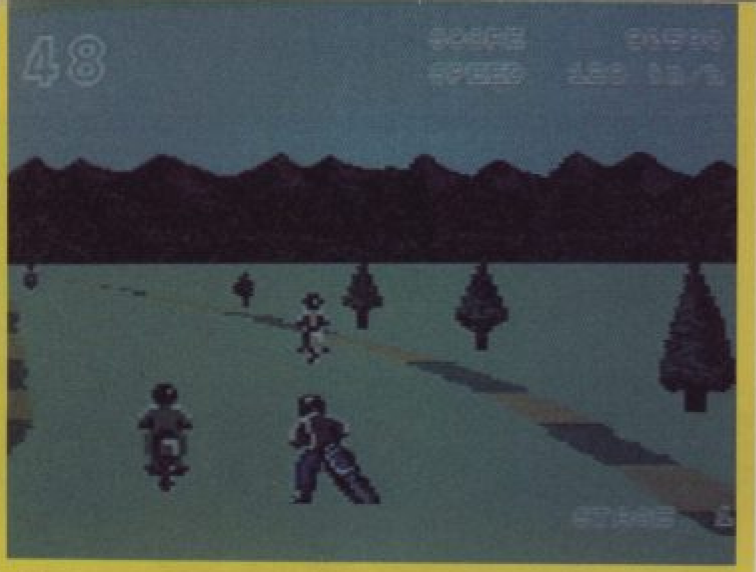
1. Crazy Comets (Martech)
2. Uridium (Hewson)
3. Delta (Thalamus)
4. Dropzone (US Gold)

And finally you're asked to include the name of the superfab trendy mag where you read about this appeal, which is, of course, your ever-lovin' *CU*. Apart from the honour and glory of being asked, all those invited will have their scores immortalised forever in the "Galactic Hall Of Fame". What more could you want? (A great deal of money, and a red sports car and . . . Ed.)

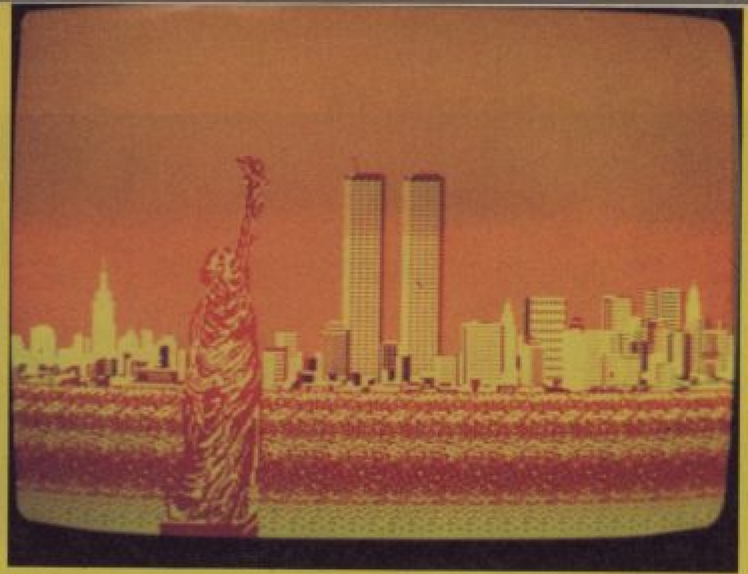
Ben Volpiere (known to his mates as ben Volau Vent) of Curiosity Killed the Cat fame admits to the name of his band being inspired by the *Lord of the Rings* adventure, Frankie Goes to Hollywood challenged you to get inside the Pleasure Dome in their game; the Stranglers wanted you to find the various bits of a giant ear and act as a successful tour manager as a giveaway game on their album the Aural Ear; Sam Fox unrobed in Martech's Strip Poker; Maria Whittaker didn't but still ended up in a game — see Barbarian review; the Thompson Twins gave their game away — another drab adventure — on the front cover of C+VG; and even good 'ol Shakin Stevens had a free game on the B side of his hit single 'This Old House'. So where have all the band games gone? What we want is a Beastie Boys game. Any software bosses listening out there? Come on all you software bosses — altogether now "YOU GOTTA FIGHT FOR THE RIGHTS TO A BEASTIE BOYS GAME!"



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Blocky graphics mar a great licence.



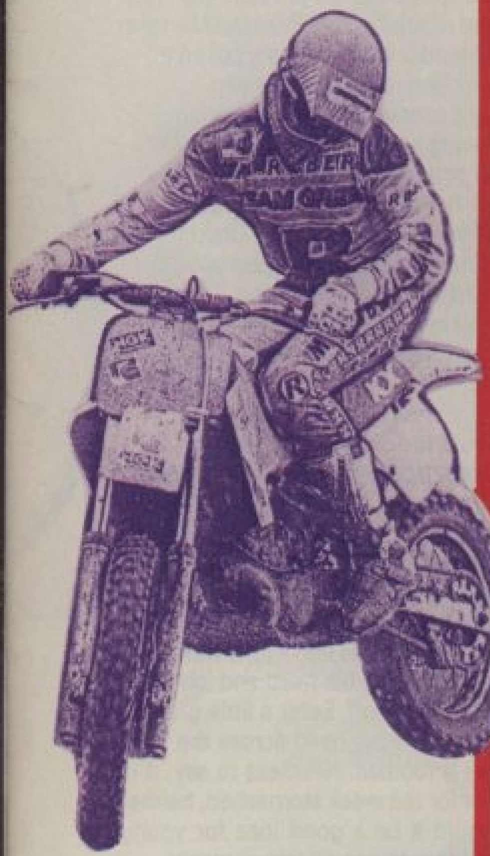
Throttle up, but stay on!

ENDURO RACER

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Price: £9.95/cass £14.99/disk



Five courses, each with a time limit.



Enduro Racer can definitely be classed as one of the longest awaited conversions since Gauntlet, and nobody but nobody was let down when they saw the almost unfaultable Spectrum version.

For those of you who haven't yet entered your local dark and sleazy arcade and had the privilege of playing this arcade beauty, I will explain what makes supposedly respectable reviewers rob banks. Your are a bike rider, who must negociate all kinds of terrain and beat the time-limit to get to the finish. Yes . . . that's it, I don't care if there is no 'Save the World' style plot, it is quite simple a bloody good arcade game. Can the 64 version match up to the quality of its arcade and Spectrum predecessors?

At first glance *Enduro Racer* looks almost identical to other run-of-the-mill race games such as *Pole Position*, but that's only until you hit the first jump and go flying off the bike. *Enduro Racer* gives you the chance to be the next Eddie Kidd (although that doesn't necessarily mean you get to star in a Levi 501's commercial!)

The controls are simple enough, forward to speed up, left and right to turn, fire to brake, and pull back to wheelie, (which is needed for when you jump.) When you hit the ramp you lose precious speed unless you wheelie. You should also note than when you are in the wheelie position you can't turn, so be careful wheeliers! Another feature which moves *Enduro Racer* gradually away from other race games is the fact that it has other riders. So do all race games, yes but when you touch them on other race games it has some effect (which usually means you crash) but on *Enduro Racer* touch the contenders and you will find out that they are either ghosts or deformed sprites.

Enduro Racer has five courses, each level consists of jumps, a different type of land hazard such as desert, opposing riders, and boulders, at least I think that is what they are supposed to be, but they look remarkably like elephant dung. To complete each track you must simply get to the finish before your time limit runs out. If the unfortunate happens and you do not make it, the computer will tell how much of the track you did complete as a percentage.

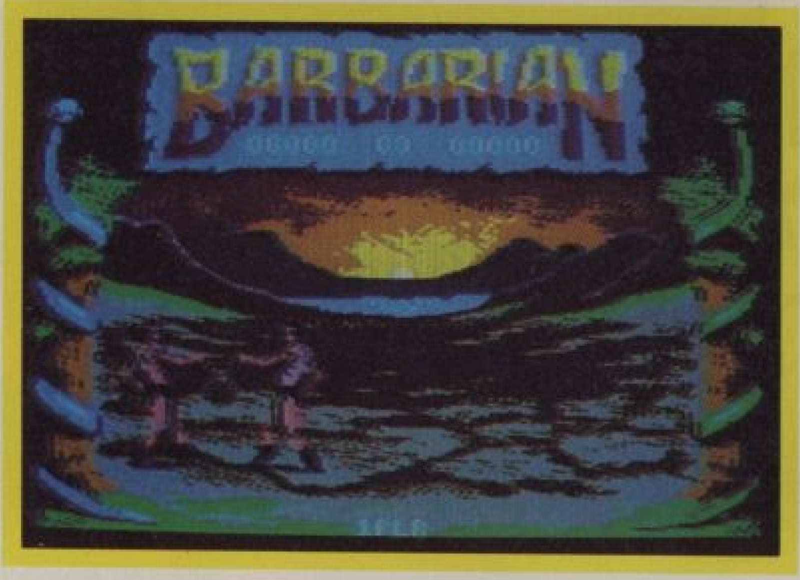
The terrain of each course is different, although this isn't just for extra gloss. On level three the ground isn't even ground (*Eh?—A very confused Ed.*) it is water. Touching the water slows your bike so you must jump with as much velocity as you can manage.

The only thing Activision had to do with *Enduro Racer* was a decent conversion job, as the arcade game is outstanding. When I played the Sinclair version I gasped at the graphics and playability Activision had crammed into the little machine. But on seeing the Commodore version I can't help but feel a little cheated. It isn't awful but I can't help but dream about how it could so easily have picked up where Clive's puny 48K machine left off, using the Commodore's added capabilities to make the perfect conversion. What has actually happened is the detailed graphics, smooth scrolling and gameplay has been forsaken in an attempt to improve the game. What you are left with is blob-like sprites, jerky scrolling, and an excellent soundtrack. Some very mixed priorities were at work here. I love that arcade game and after seeing what Activision done on the Spectrum this definitely had the potential to be the best ever conversion on the 64. Despite my negative feelings towards this I think I'd still buy this if only to stop myself spending money at Ye Olde Change Chomper.

Ferdy Hamilton

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

6 Overall



Chink! Warrior steel meets steel.



Thwack! The green warrior gets it in the goolies.

BARBARIAN



64/128
Palace
Price £9.99/cass
£12.99/disk

Enter the green goblin to clear up the mess.

Jump. Green shirt's going for your legs.



Boobs. That's what's upper most in my mind as Barbarian loads. Come on Ed, I say to myself, this is the latest game from Palace, the people who did *Sacred Armour of Antiriad*, that's what you should be thinking of — not Maria Whittaker's chest measurements.

I make no apologies for this. Palace only have themselves to blame. If they must use a page 3 girl in the packaging and promotion of their title then they can only expect people to go on about Maria Whitaker rather than the game itself.

Great shame this, as *Barbarian* has stacks to recommend it. Thankfully, when you get into the game itself there are no pouting pixels to distract you — in fact Maria is so small on screen that her breasts look about half the size of a Birds Eye petit pois.

So, perverts — if you are thinking of buying this to get cheap thrills — an impression it would be easy to get from the cassette inlay — then forget it. What you do get out the game is an extremely well put together sword-fighting game.

Beat 'em ups stand or fall on one thing — how well the moves can be implemented with the joystick.

Games that did this well and succeeded are *International Karate* and *Fist* — the ones that didn't were *Rock and Wrestle*, and *Fighting Warrior* and, to a lesser extent *Uichi Mata*.

Barbarian is very much in the first category. There are sixteen possible moves and I successfully executed them all over a three day review period. Obviously some are harder than others and it is possible to put up a reasonable fight with a mastery of half-a-dozen. The point is they are all there, they all work, and you can use them if you want to.

Beat 'em ups have to have a story line and *Barbarian* is no exception. In this case a dirty old man of a sorceror, Drax, is threatening to give the "people of the jewelled city" no end of grief unless Princess Mariana (I wonder who she is supposed to look like) is delivered to him.

Of course, you, the Barbarian, having just popped down from "the forgotten wastelands of the North" are not going to let the beautiful princess be enslaved by Drax without a fight. So pick up your sword and start swinging. This is your chance to rescue a beautiful Page 3 girl, er, Princess Mariana I should say.

The first opponent that comes at you is the 'purple' shirt warrior. A piece of cake this guy. You can use him to practice your most difficult moves. My favourite way of disposing of him was cleaving his head with a 'Web of Death' swing. This is really something — the Barbarian turns into a spin with the sword above his head and 'chop' — the head is off. Enter a little gremlin who kicks the head across the floor like a football. Needless to say, it is not for the weak stomached, neither would it be a good idea for young children to see all this carnage.

Drax's warriors get tougher as you go. The next one up is the 'green' warrior who is slightly quicker, followed by the 'brown' — a very good blocker and the dark blue who is very mean with the head butts. The light blue warrior is bad, but the guy in black is really tasty.



C.U. Screen Star



If you score a direct hit on your opponent a little splash of blood records the swipe. Each player also has six red circles — each time a hit is sustained on his body half of the circle disappears. When they are all gone you collapse in a heap on the floor and the little chuckling gremlin slumps on and drags your body off.

The successful warrior stabs his sword in the air in celebration of the victory.

If you are successful in your fight against Drax's warriors you will eventually get to fight the evil one himself.

This is the supreme test of your swordsmanship. The evil one fires magic bolts at you. You can absorb none of these direct hits so you have to jump over them, stoop to avoid them and dodge them in any way you can.

Palace tell me that Princess Mariana is watching this from the top window. Should you kill Drax she comes down to say thank you and the game gives you a message. No, I'm not going to tell you what the message is.



Both warriors go for the web of death.

Options are many in Barbarian. You don't have to play the game as an arcade adventure. There is an option to let you play it as a straight two player combat game — which in my view is the best way to enjoy Barbarian. I particularly enjoyed decapitating the Dep. Ed in this option (*you was lucky — Dep Ed*).

The graphics are convincing but I have to admit to a little disappointment. After the excellence of *Sacred Armour of Antiriad* I had expected Barbarian to be just as good, or better. Somehow the game doesn't quite have the same depth and smoothness of animation that Armour enjoyed.

The music is nothing to write home about but the sound effects are good — especially the thud of gremlin's boot on Barbarian's head.

Although it's a bit sick, it has to be said *Barbarian* is a real winner. Beat 'em ups just refuse to lie down and die and, when they are as good as this gamers should be mightily grateful.

Eugene Lacey.

C.U. Screen Star

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

8 Overall

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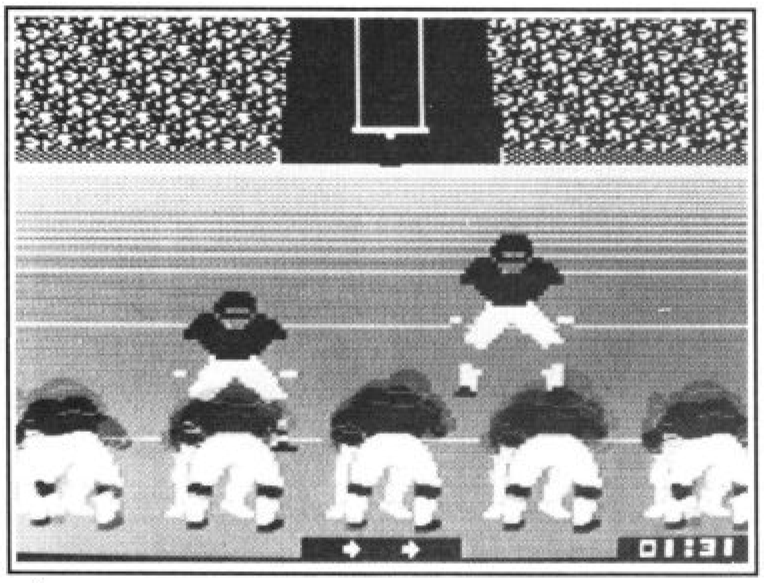
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▲ **Hulk meets hulk in the grunt and grind.**

GLF CHAMPIONSHIP FOOTBALL

You've heard a lot about Football, American style. You may have even watched the Super Bowl on Channel 4 or played some of the other gridiron games. According to Gamestar (Activision's pet sports games writers) you haven't played American Football until you've gone down onto the field and felt the pain! GLF Championship Football gives you an inside the helmet view of the perfect passes, breaking runs and crunching tackles.

When your team's defending you sit on the sidelines but call the blitz, roll out and nickel defences to stop them making the ten yards. The screen then shows the key action in impressive 3D as the ball carrier is inevitably clobbered. Now it's your turn. Yet again you call the plays from the choice of 22 passing and 12 running plays but then take the leading roll. In a run you line up behind the quarterback and wait for his signal as he hands the ball to you. You then must wait for your offensive line to open up a gap before running for it. On a passing play you line up on either side of the field opposite either one or two defenders. You then must run the defined pattern for the play to stand a chance of catching the ball. For example, a simple but effective streak left is eight steps down field then one back to collect the ball where as Curl out right is a little more complex with four steps downfield followed by four to the sideline before collecting the ball. These patterns are essential to keep the defence guessing and to ensure that the quaterback throws the ball to the right place.

These plays aren't as complicated as they sound and you'll soon be mixing power blasts with post lefts to get down the field to score a touchdown.

GLF Championship Football is a simple game to play that relies heavily on it's "helmet view" graphics. The result is a playable but simplified game in which the game is played over 4 or 7 minute quarters (not 15 minute), uses unknown teams, only two penalties (delay of game and jumping off too soon) and rigid rules that means that once you've called a play you have to play it (no chance to fake a punt, run on a pass or razzle dazzle a run play into a touchdown pass.)

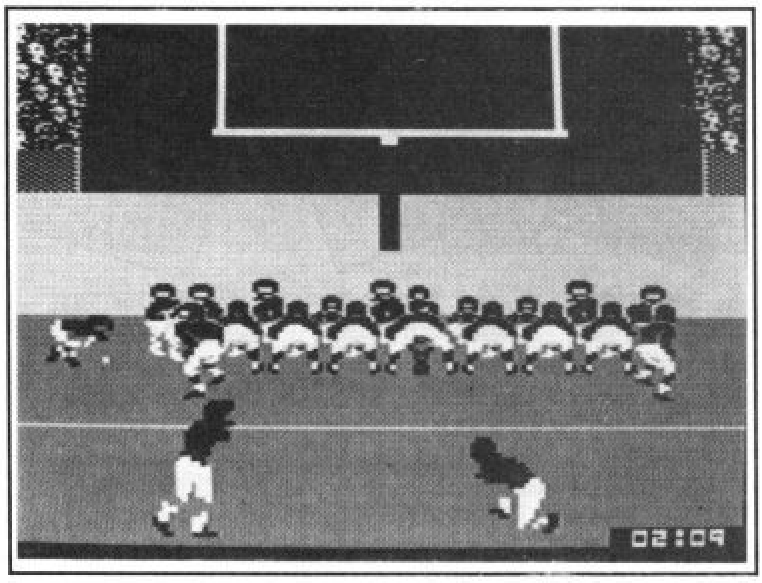
GLF Football will appeal to new football fans but real fanatics shouldn't expect too much from it.

Tony Hetherington

Played between you and either human or computer opponents the game is played between two of the mythical GLF's 28 teams that are arranged into North, South, East and West divisions and include football legends such as the Midgets, Whales, Mules, Cowpokes and Hackers. The leagues play no further part in the game although I suspect there is a disk version in which you can qualify for the playoffs. In this, the tape version the teams merely add variety and levels of difficulty as the top of the table teams have better lines and coaches than the bottom teams. As the game loads in it's time to catch up on the basics.

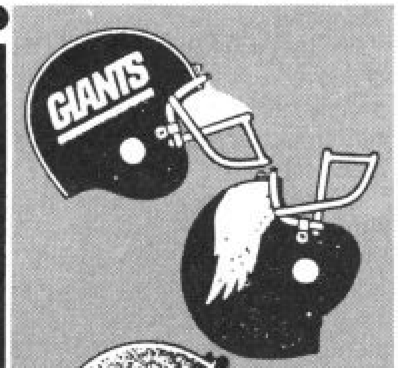
American Football is a simple game in which the team have four attempts or downs to make ten yards. If they make the ten yards or more then they get another set of four downs and so on until they either lose the ball or reach the endzone and score a touchdown. It's how the teams try to make the yards is where the skill and strategy come into the game. The basic plays are the runs that buy yards of turf with bruises as the running backs try to smash their way through. For longer gains or to keep the defence "honest" (guessing) the wide receivers run complicated pass patterns to get away from the defence so they can catch the quarterbacks long passes. In GLF Football you play the running backs, kickers and wide receivers in all the important plays.

Your first job is to kick off and time your kick to put your opponents as far down field as possible.

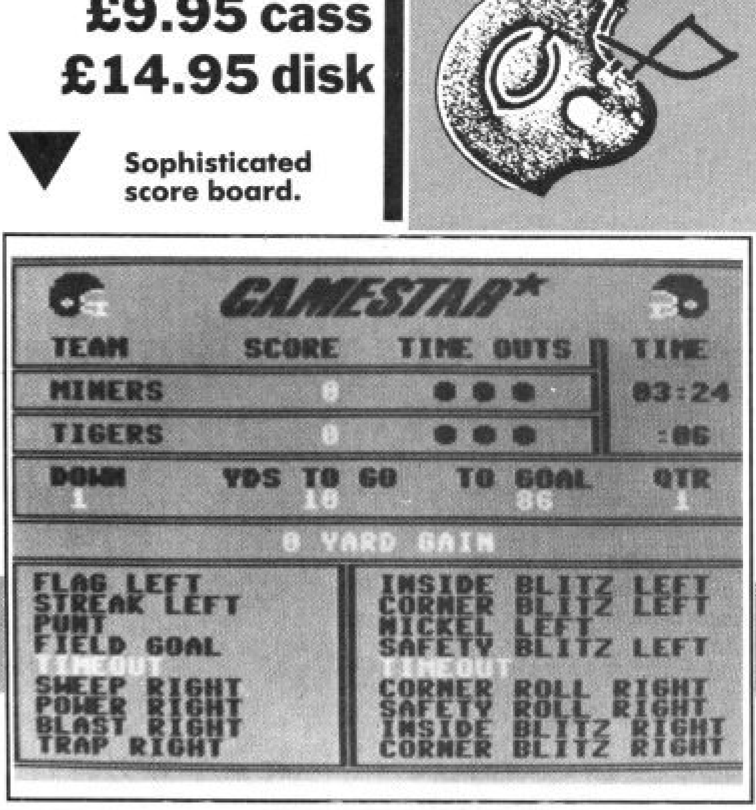


▲ **Kicking for goal.**

64/128
Gamestar/
Activision
Price:
£9.95 cass
£14.95 disk



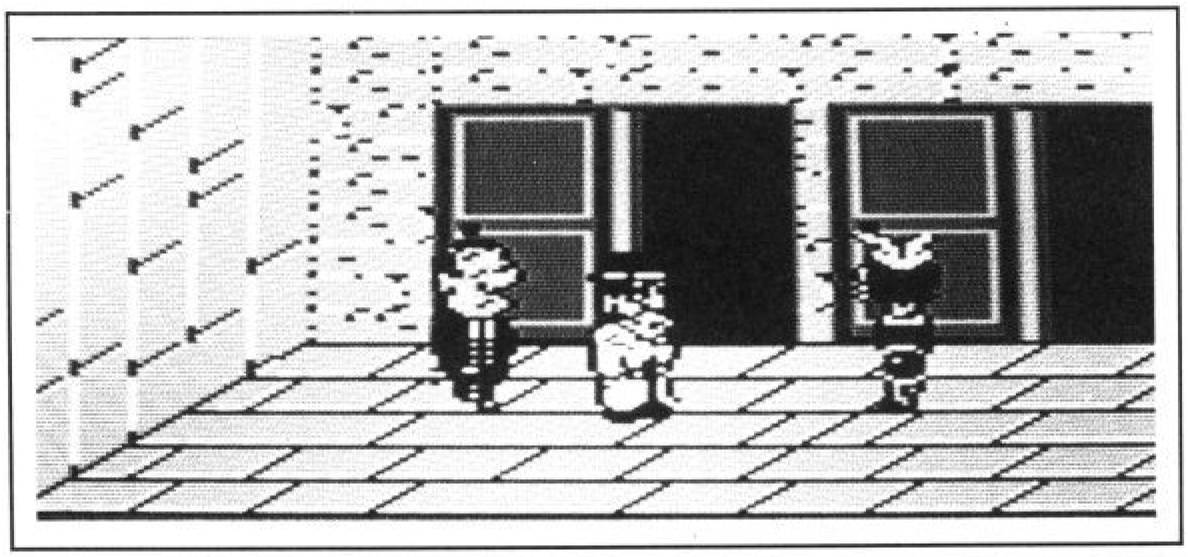
▼ **Sophisticated score board.**



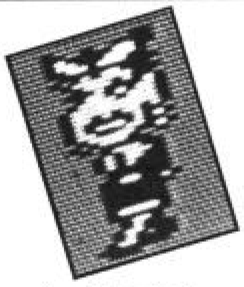
Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	7 (if about £10 less if more) 1 2 3 4 5 6 7 8 9 10

7
Overall

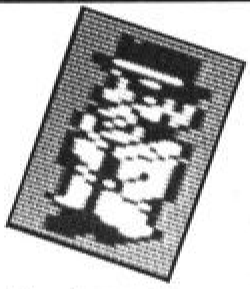




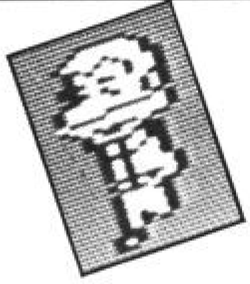
THE DETECTIVE



Gabriel Gasbag.



Inspector snide.



Major Sludgebucket.

Arntcha just sick of detectives with dirty macs, wide brimmed hats and permalit Marlboros? Add to that lot a spooky stately home, a loony Major and assorted suspicious characters, and you've got a story that even the Dukes of Hazard wouldn't touch.

So with that out of the way, I'll tell you that *The Detective* is, after all, a respectable piece of sleuthsoft. It's a pity the programmers couldn't come up with a better story because the mechanics of solving the murder — did I say murder? — are very good.

But first, the story so far. Angus McFungus is dead — probably died of a lousy name. You, as Inspector Snide, must go to his mansion in the country and solve the crime using sheer brainpower, your astounding deductive powers and a joystick.

The story unfolds as you wander round the mansion's rooms picking up clues and questioning the many characters who've got nothing better to do than wander round with you.

There are lots of them too, and they're all true to the Agatha Christie recipe. Major Sludgebucket loafs around the corridors mumbling deranged phrases whilst his moustache flaps up and down. There's a cook, a maid and Bentley the obligatory Butler. Then there's Cynthia, the Major's Sloaney daughter, a mad professor, a doctor and a vicar. Last but not least is Mr Dingle the solicitor, who's come to read the will — but may not get the chance.

All the characters can be questioned, but whether they'll tell you anything is a different matter. Both the cook and butler are pretty cagey. Daniel the maid will talk but she's not very bright. Both the major and the professor are raving loonies. Then there's the vicar who looks as though he mugs old ladies in the confessional. Rumour has it that he did his wife in — Daniel told me.

The mansion is set out in three floors. Upstairs you can explore the bedrooms and pick up any objects you feel are evidence. You have ten padded envelopes and each must have a piece of evidence in it before you can crack the case. Objects you've picked up can also be used in various ways.

Similarly downstairs there's a dining room, library and hall to be snooped through. You'll find the kitchen and servants' quarters in the basement.

If I've made the mansion sound large, it's not. The locations are remembered easily and you won't have to bother mapping it if you play long enough. By the way, there's a time limit for solving the crime. At one stage of the game, somebody turned out the lights and shot me dead. I don't know whether I ran out of time, or maybe the characters are nastier than I thought.

Anyway, if it were all just asking questions and finding evidence you'd soon get bored. What makes *The Detective* consistently interesting is that events happen whilst you're playing.

There I was upstairs questioning snooty old Bentley when somebody pushes a piano from the balustrade and flattens Cynthia who's lurking in the hall. Blast, and I'd not got round to questioning her.

And Mr Strangle gets dingled, sorry, Mr Dingle gets strangled before he can read the will. But his briefcase might be worth looking into. And poor old Gabriel, I found her done to death in her own room. All this was happening, I admit, whilst I was snooping around in the kitchen. Would you believe it, there's a microwave in there.

Argus have made the game easy to play by providing you with an icon for every action and function. Simply select the appropriate one by pressing the joystick button. Moving around is done via the joystick too.

There's absolutely no text to be typed in. Asking a question merely involves activating the question icon. You can then select anyone in the room. That person will then wait whilst you position yourself to face them.

Having done that you can ask any of the other guests about Angus or about any of the objects you've collected. Their answer appears as a scrolling line of text. Be warned, nobody's keen to spill the beans.

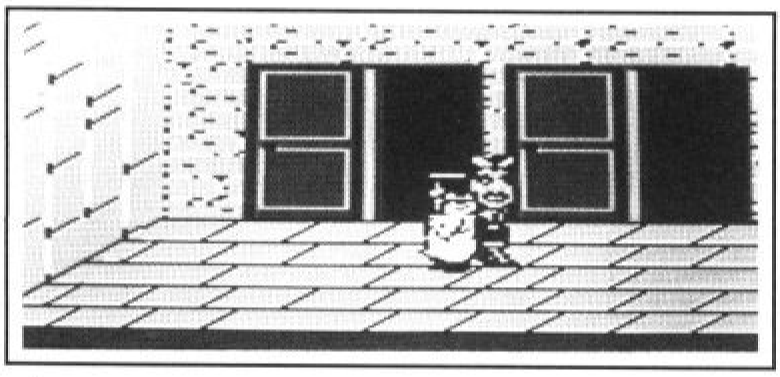
Graphically, *The Detective* is no masterpiece. All the bedrooms look the same and the designer hasn't gone overboard to make the house look lived in. But the characters are nice and large, and their faces moves when the talk. I particularly liked the vicar, who looks more like a vampire — or a red herring.

Soundwise, there's little more than the title tune, a particularly inappropriate wailing guitar number. The only sound in the game is the tapping of footsteps, and a nice organ crash when something disastrous has happened.

The Detective is a well-thought

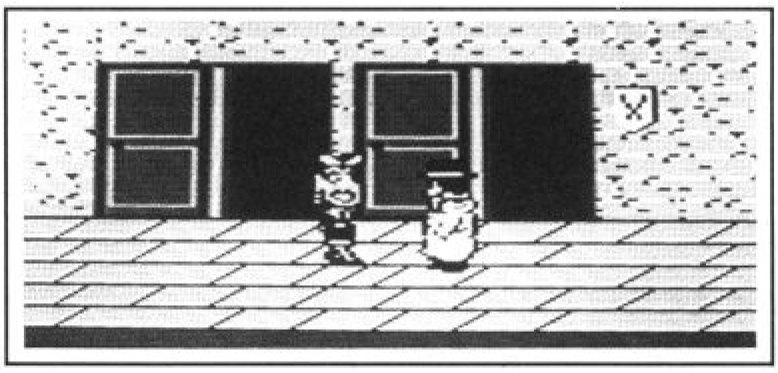


64/128
ARGUS PRESS SOFTWARE
Price: £9.95/cass

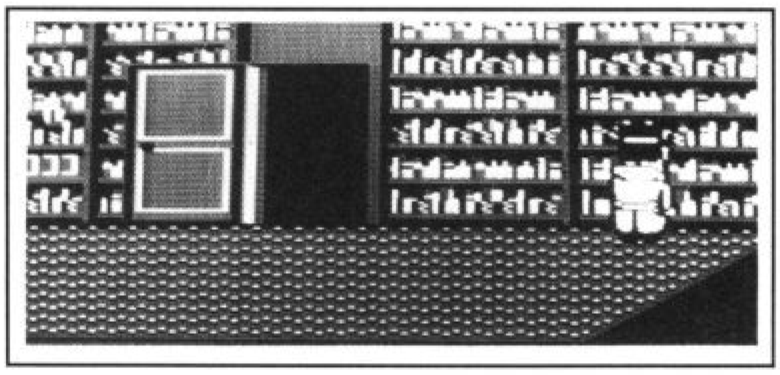


Explore the corridors for clues.

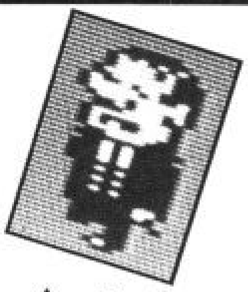
Could be something interesting behind the locked door



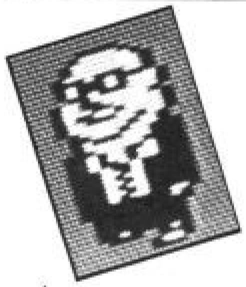
Your sleuth looks like he is about to flash.



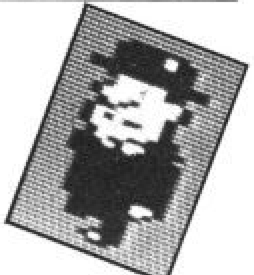
The library — plenty of clues here.



Bentley the Butler.



Dr Marten.



Mr Dingle.

	Rating (1–10)
Graphics	7
Sound	3
Toughness	7
Endurance	8
Value	7
Overall	**7**

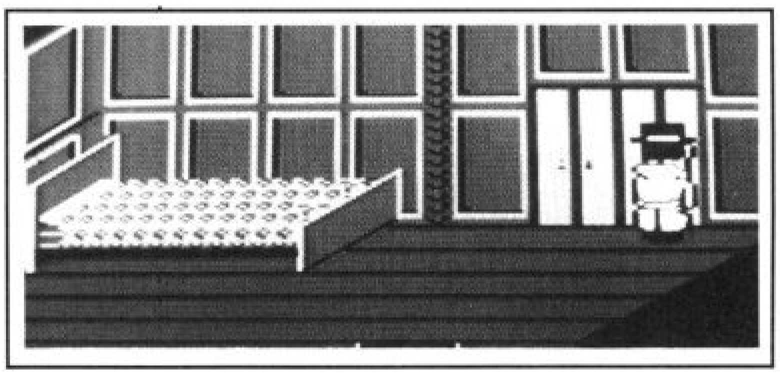
out and well implemented game. And it has unexpected depth. Try following Bentley around to get into his locked room and he'll eventually turn round and say snidily, "Looking for clues, Inspector?". Just for that, I'll nail him whether he's guilty or not.

And in those respects the game deserves better than the mouldy old story Argus have lumbered it with. Still, for what it is, it's pretty enjoyable. One small gripe, the blurb says there are secret passages in the mansion. I haven't found any yet. But then again, I'm not wearing a dirty mac.

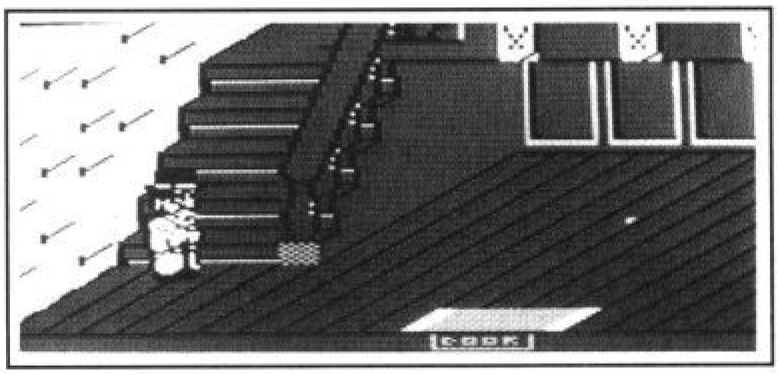
Bohdan Buciak



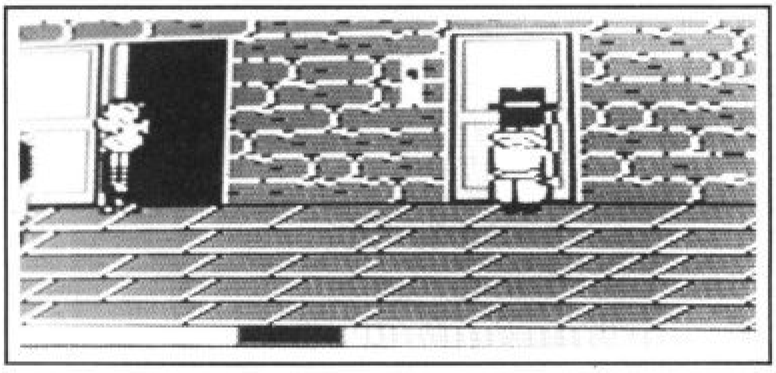




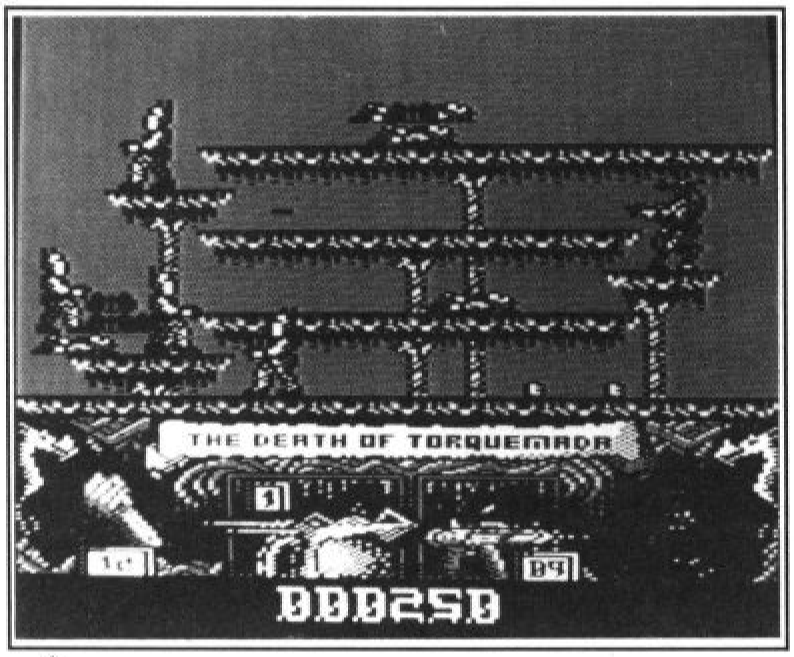
Nothing in the bedroom.



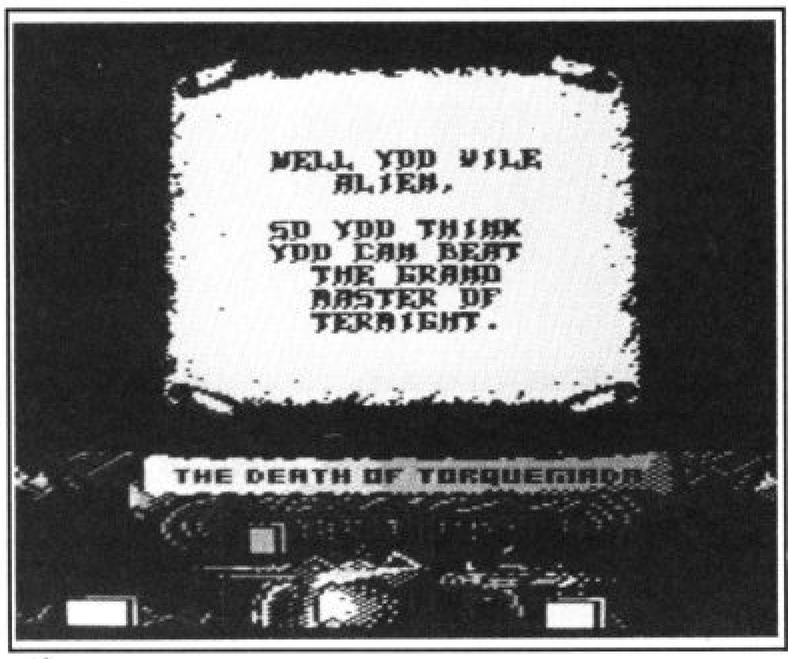
Don't slip on the mat.



Bentley sniding about his work



Nemesis prepares to waste a few terminators.



Introduction screen-Torquemada gets shirty.

Martech
Commodore 64/128
Price: £9.95

Nemesis THE WARLOCK



Regular readers of 2000A.D. will know well of the feud between Torquemada the grand master of Termight, and Nemesis the Warlock. For those who aren't keyed in so well to the events of Tharg & Co. Nemesis is a warlock dedicated to stopping the genocidal urges of Torquemada who dabbles in the unfriendly habit of killing aliens by the hundred. Their hatred is increased because Torquey killed Nemesis' wife. Nasty piece of work isn't he?

The game charts one of Nemesis' many attempts to finish once and for all the terrible reign of Torquemada. Evil as Torquemada is, he is not stupid enough to leave himself unguarded, for protection he sends out his personal army, the Terminators. You as Nemesis, must fight your way into the heart of his domain and at last defeat the evil Torquemada. . . but remember, the lives of fellow aliens are in your hands!

The game is basically a shoot 'em up with platform tendencies, although the platform element does not have too great a bearing on the game. Each screen is set out with five or six floors, from which you can jump from one to another. From his control centre Torquemada sends down Terminators by the dozen. Nemesis can either hack about the Terminators with his notriously tested sword Excessus, or he can pick up one of the few ammunition cartridges to be found around each screen, which will enable him to fire twelve shots from his gun.

The way to complete each screen is to kill the required amount of Terminators shown in the bottom left-hand corner of the screen. Once this is done Nemesis must then search for an exit, which can be found anywhere on the edge of the screen. Once this is done he will then be transported on to the next screen to pursue his quest for Torquemada still further. All the screens are similar but with a different arrangement of platforms and yet more Terminators to be slaughtered.

The Terminators may seem like they are all you have to defend yourself from at first, that is until one goes into labour and watch a zombie pop out of its stomach, in true 'Alien' style. The zombies, though few, are a grave danger to Nemesis as they take far more shots or stabs to kill than the wombs from whence they came. There is but one more way of disposing of the Terminators which is by spitting acid, yes spitting accurately is another of Nemesis' seemingly never-ending qualities, although he can only gather enough sulphuric phlegm to do it once per screen. When you do resort to acid-gobbing you will realise that even the zombies are no match for this disgusting habit. Imagine what Nemesis can do when he catches a cold.

Despite its many appealing qualities (gobbing?) like the pretty graphics and atmospheric theme tune, *Nemesis* clearly reminds me of Melbourne House's (rather iffy) *Knuckle Busters* or even their other 2000AD licence *Judge Dredd*. It has the same pretty presentation, but after a short while playing proves to be a game with no depth, which totally shatters your motivation, and gives you no other incentive to play other than to get your money's worth from the readies you just forked out. For those of you with your heart set on Torqemada-bashing, it ain't too bad, but don't expect anything new. **Ferdy Hamilton**

Category	Rating (1–10)
Graphics	7
Sound	7
Toughness	6
Endurance	4
Value	5
Overall	**5**

Beep! Beep





Road Runner was recently voted CU readers second favourite coin-op after Outrun. US Gold have been beavering away on the 64 conversion — due in the shops in June. The Ed journeyed to Crossroads land to check it out.

Turn to the person next to you and say in a slightly high pitched voice "Beep beep". It can only mean one thing — Road Runner — the wackiest and most frustrating cartoon series ever to come out of Warner Brothers.

Atari were well aware of the power of the catch phrase when they designed the smash hit coin-op based on Road Runner as it is liberally sprinkled with "Beep beeps".

It is odd therefore that there is some confusion as to whether the 64 version will or will not have "Beep beeps". The best I could get out of US Gold's spokesperson was "Yes, it should have, I've told him to put them in".

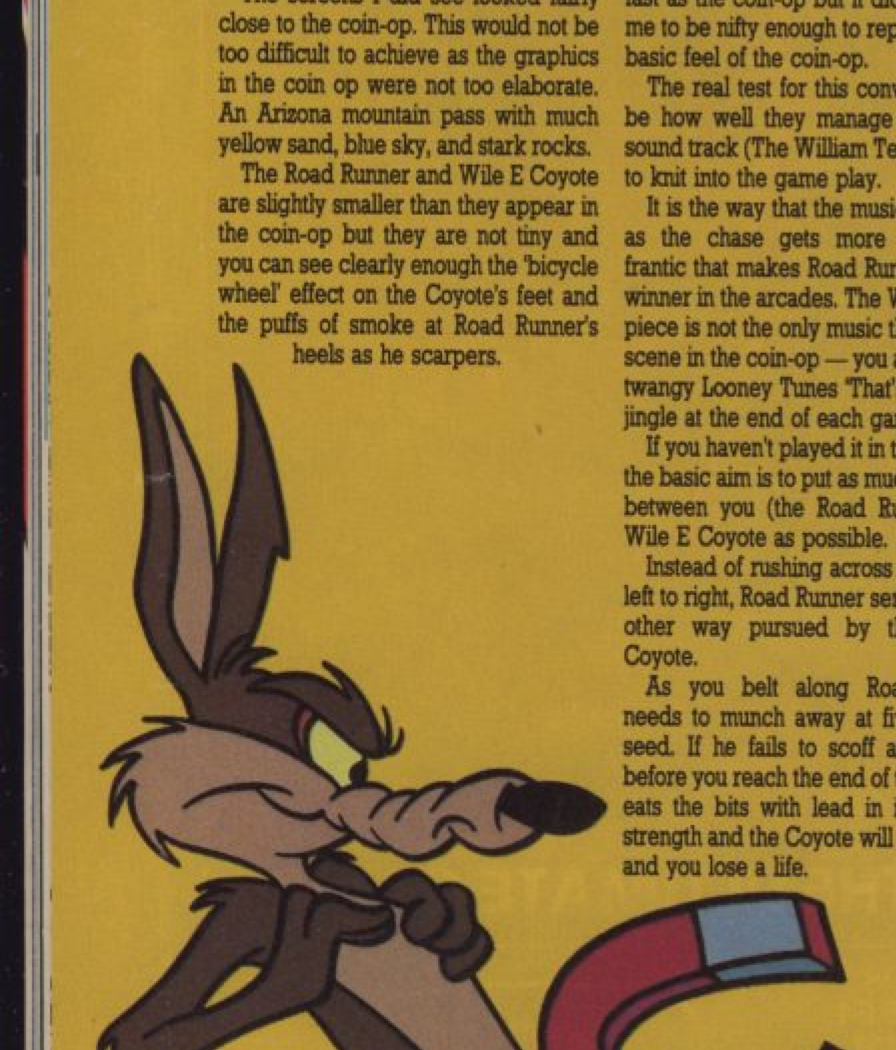
I regret to have to report that quite a few things about the conversion weren't too clear when I was invited up to the firm's Birmingham office to see the "90% finished" demo tape.

A rather hard-pressed production manager managed to pluck some working levels from a crowded disk. This involved much crashing, reloading and mutterings of "Why can't they send me proper demo disks".

None of the levels had sound effects or music, though I was assured that the music is "brilliant" and that the game "will have everything that the coin-op has", including all twenty-six levels.

The screens I did see looked fairly close to the coin-op. This would not be too difficult to achieve as the graphics in the coin op were not too elaborate. An Arizona mountain pass with much yellow sand, blue sky, and stark rocks.

The Road Runner and Wile E Coyote are slightly smaller than they appear in the coin-op but they are not tiny and you can see clearly enough the 'bicycle wheel' effect on the Coyote's feet and the puffs of smoke at Road Runner's heels as he scarpers.



If you have played the coin-op you will know that speed of moving in all directions is the essence of the game.

You would not expect the 64 to be as fast as the coin-op but it did appear to me to be nifty enough to reproduce the basic feel of the coin-op.

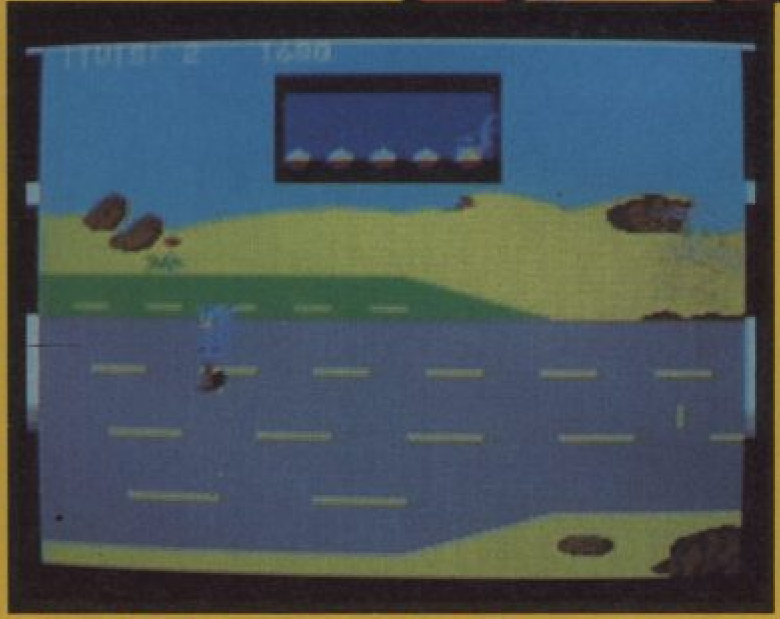
The real test for this conversion will be how well they manage to get the sound track (The William Tell overture) to knit into the game play.

It is the way that the music speed up as the chase gets more and more frantic that makes Road Runner such a winner in the arcades. The William Tell piece is not the only music that sets the scene in the coin-op — you also get the twangy Looney Tunes 'That's All Folks' jingle at the end of each game.

If you haven't played it in the arcades the basic aim is to put as much distance between you (the Road Runner) and Wile E Coyote as possible.

Instead of rushing across the screen left to right, Road Runner sends you the other way pursued by the hungry Coyote.

As you belt along Road Runner needs to munch away at five piles of seed. If he fails to scoff all of these before you reach the end of the level or eats the bits with lead in it you lose strength and the Coyote will snatch you and you lose a life.



Road Runner shows Wile E Coyote a clean pair of heels

There are some people who think this takes too much of a liberty with the cartoon series — in which that darned bird always gets away. I'm not too concerned with this — it is nice to see Road Runner get his come-uppance, though it might have been an idea, as has also been suggested, to have a choice of playing either character.

If this basic fact takes you a bit away from the original cartoon there is much in the game that is highly Road Runner-like.

The obstacles that confront you and the tricks that the Coyote gets up to are straight out of the cartoon. On Level 1 for instance the ACME trucks come thundering down the road and will flatten any bird or Coyote that happens to be in their path.

Just like in the cartoon many of the obstacles and props designed to catch or kill the Road Runner can be reversed and used against the Coyote to earn extra points.

Nifty footwork can cause the Coyote to be crushed by tumbling boulders or run into a truck.

The only thing you can't do in the game that you might see Road Runner doing in one of the cartoons — is to pinch the Coyote's gadgets.

These are pretty impressive too — especially when he gets his one man gyrocopter and starts lobbing bombs at you. This is undoubtedly one of the toughest parts of the game — he tracks you very quickly from his chopper and





Looks like Road Runner is in a jam as the Coyote confronts him on his pogo stick



Things get tougher — find your way out of the maze, dodge the Coyote and don't forget the seed

has a pretty good aim.

He's slightly easier to dodge when he is on his pogo stick but the game throws you another equally tough challenge at this stage — in the shape of a Pacman-like maze. You need to move at break-neck speed around the maze collecting the seeds as you go.

If you miss more than five seeds in a row you lose a life. Again speed is what makes this part of the game — and the conversion will have to get near to the coin-op pace if it is to play convincingly.

Like just about every other new game on the market the designers manage to get a skateboard into it. In this case it's a genuine issue ACME rocket-driven board. Pretty deadly this makes him as well. Zooming onto the screen at great speed and dragging you off before you can bat an eyelid.

Much of the action described above repeats itself on future levels — it just gets faster and more intricate.

Some of the mountain passes become narrow and intricately weaving, with great gaping chasms appearing which Road Runner has to leap. This part of the game resembles *Marble Madness* in that you wrestle to stay on the rope and plank bridge that spans certain of the chasms.

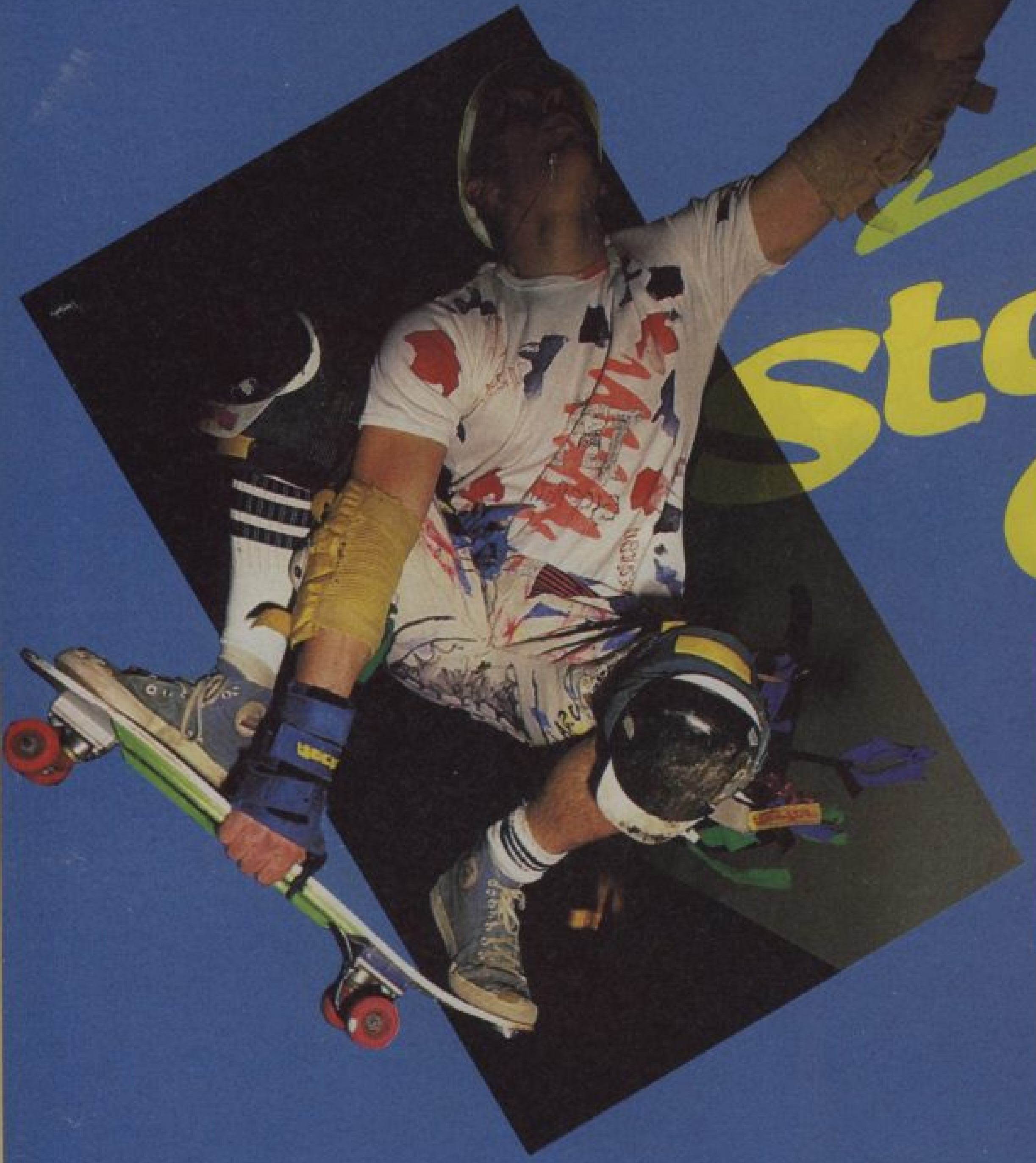
The reasons US Gold are confident of including all of the main elements of the coin-op is due to their now refined conversion technique. They start with the coin-op, a video camera, and a really good games player. The whole game is then filmed as MR Ace games player clocks it for the camera. The programmers then use this video — replaying it time and again, pausing it and studying the screens carefully so that nothing is left out of their conversion.

It would have been nice to see some of the more advanced levels of Road Runner so that I could give you a hint as to how I think it will fair when we finally get the review copy in our mits.

For now, all I can honestly tell you is the graphics look close and it appears to have the speed that it will need to make it work.



Stoked Out

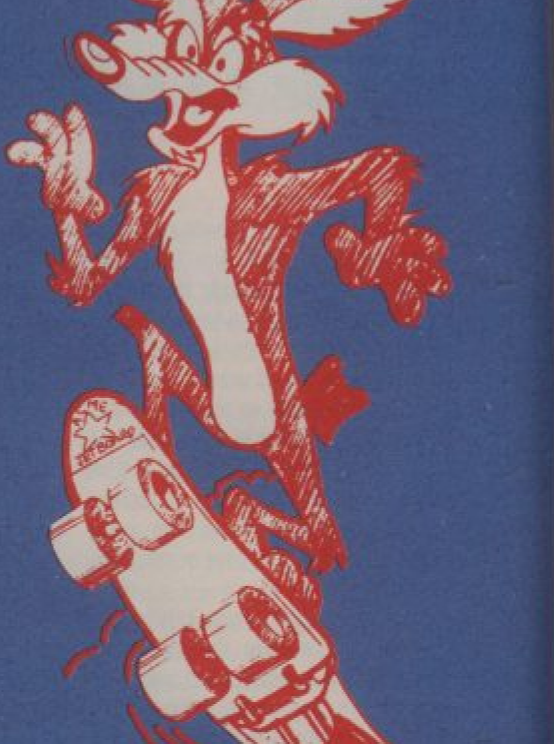


How to win

We want you to imagine that you are chief professor at the ACME Laboratory for research into Road Runner — bashing or catching devices. Design a 'state of the art' device for Wile E and send it to us. You may draw your design or simply describe it to us. What we are looking for is the best idea in the tradition of the cartoon strip.

Send to Road Runner Compo, Commodore User, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Entries must reach us by June 26th and the Ed's decision is final. Beep Beep!

WIN AN ACME SKATEBOARD



Skateboards are the most popular thing in computer gaming right now. It seems a game ain't a game unless it's got one. *Metrocross* relies heavily on your character getting one as does *Wonderboy*, 720° relies solely on the theme and even old Wile E Coyote himself hops on one to pursue Road Runner.

It's no surprise really that boards should start appearing in computer games as they have been making a steady return to the sea side promenades, parks, and BMX courts up and down the country. The new boards are looking meaner than ever with bright splashes of colour in punky designs. There are hundreds of boards on the market with names like the Gator, Rude Boy III, Scorpion, Stone Fish, Hawk, Punk Skulls, Psychosticks and dozens more.

The new skaters look smart in their own cult gear. Sweat shirts must be either Suicidal "Street Cycos", "Skull & Hat", or anything from the Haro range.

Boarders are pretty choosy when it comes to music as well. You won't catch them stuffing the likes of Mel and Kim in their walkmans. It's much more likely to be some speed metal thrash from groups on the Skate Rock Vols, like — the Tupelo Chain Sex, the Screamin Sirens or even Skate Master Tate.

Of course all of this gear is not essential to enjoy the tricks you can get up to on the new design boards. You won't care what your wearing or listening to once you start laying down some 'kick turns', 'kick flips', 'ollies' and 'street plants',. CU is going to help you get really started!

In connection with US Gold we are giving away £300 worth of the best skate boarding gear available this side of the Atlantic. The First prize includes a board of your choice, skate boarding trainers, elbow pads, knee pads, crash helmet, a Walkman and Skate Rock Volume 1 to 4.

We will also be throwint in a copy of *Metrocross* and *Road Runner* for rainy days.

Fifty runners up will receive a copy of Road Runner for the C64/128.



MUSIC BY MAIL — SOFTWARE DEPARTMENT

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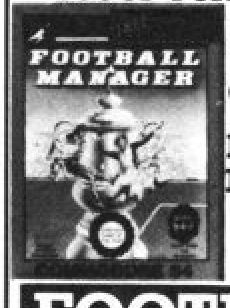
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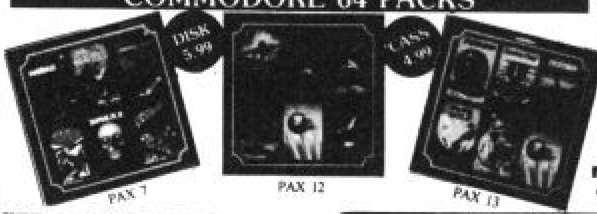
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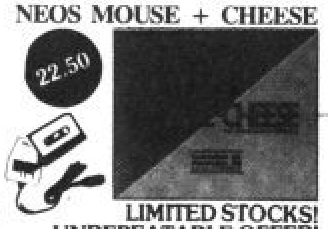
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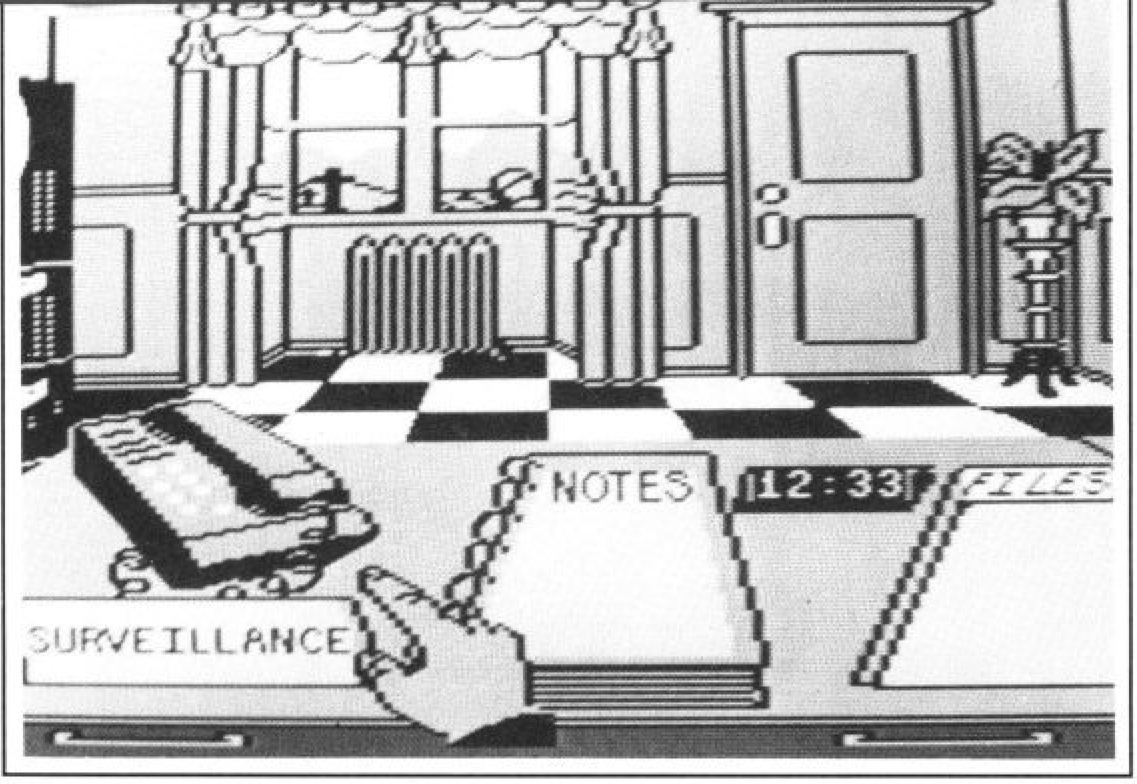


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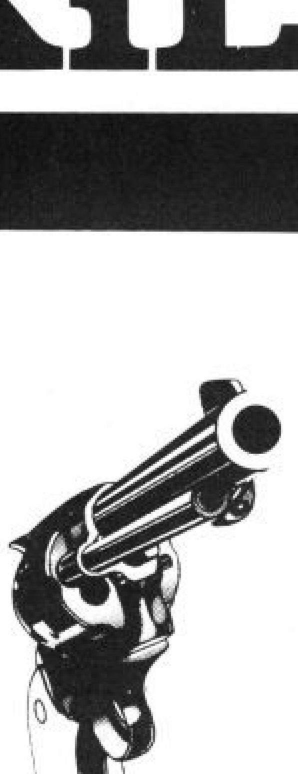
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KiLLED UNTiL



Murder and mayhem are currently flavour of the month, *Killed Until Dead* is Accolade's whodunnit offering. There are twenty-one mind-boggling cases packed into the game tape to test whether you, Hercules Holmes, actually are the world's greatest detective. Can you uphold the family honour and apprehend the murderer before he or she strikes?

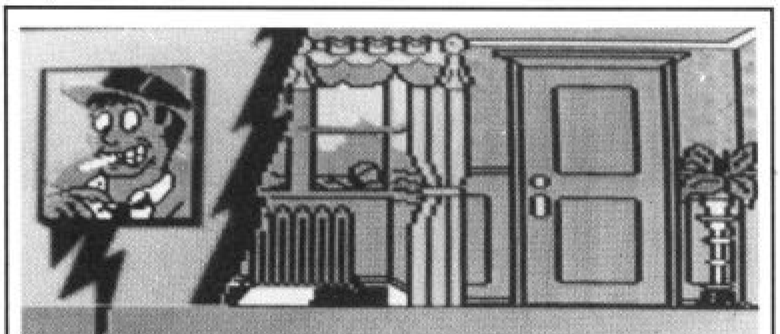
The scene of the crime is always one of the nine rooms of the Gargoyle hotel where the world's top five crime writers have gathered to plan their dirty deeds. They're known as the Midnight Murder Club and each aims to stake the claim that they are the world's greatest murderer! With five fanatics trying to bump each other off you're going to have your work cut out on this dark and stormy night. . .

As the house detective of the infamous Gargoyle hotel (the hotel where everyone checks in but only a few check out) you're ready for the challenge. At your disposal you have every piece of high teach crimestopping gadgetry ranging from hidden cameras to wire taps. As the game begins you're sitting by your desk with everything you need at your joystick controlled fingertips.

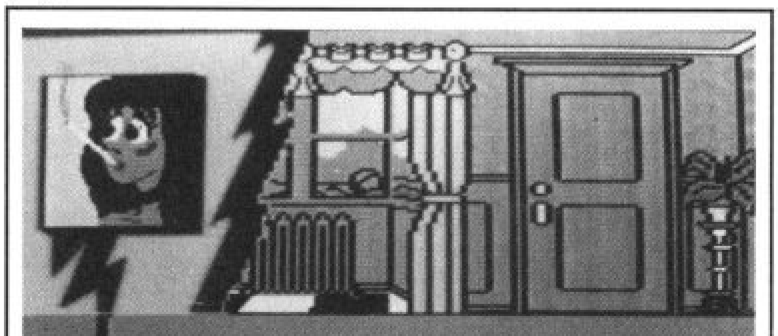
In any crime investigation the first task is to get to know your suspects by reading their files. Exactly how knowing that Sydney Meanstreet once caused a total eclipse of the sun, or that Mike Stammer eats birds and is partial to blondes, that Agatha Maypole hates singles bars, that Lord Peter Flimsey's idea of beauty is Princess Anne in Jodphurs or that Claudia von Bulow has a collection of feather hats will help you is uncertain but it may highlight some differences. One thing is certain, someone will die, in just twelve hours, at midnight.

Your famous ancestors used their magnifying glasses and little grey cells to sleuth the solution. You use less subtle means and set about breaking into the suspects rooms to search for clues. To get into a room you must first ensure it's empty and then break in by correctly answering a murder mystery trivia question. This may sound odd to have trivia questions in a whodunnit but it seems to work. You also learn some interesting snippets such as Vermont is the place to live if you don't want to

Tough question has the suspect rattled.

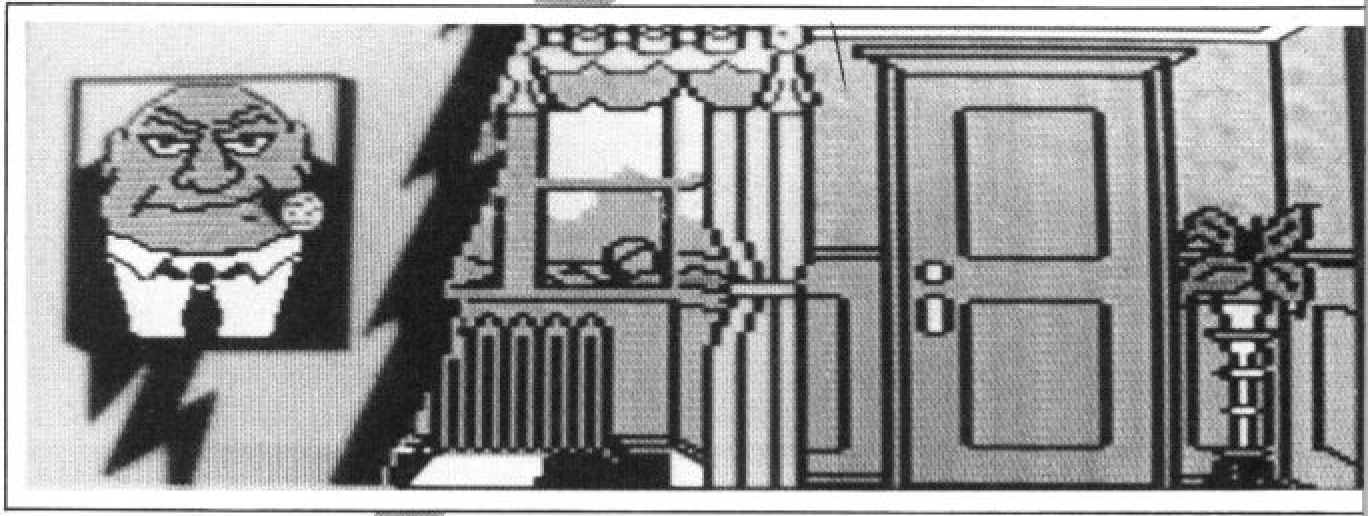


Smoking a ciggy — a clear sign of nerves.



be murdered and that you could be hung in Britain in 1819 for commiting any of 222 crimes. Each question has only four multiple choice answers so you're bound to get in eventually but you'll lose valuable time trying.

Inside you may find some embarassing evidence on the suspect and perhaps some notes about meetings they've arranged with the other characters. You should monitor these meetings either yourself using the hidden cameras or by recording them using one of your three programmable tape surveillance





DEAD



machines.

At last you're on the trail and it's time to question the suspects. As well as being members of the Midnight Murder Club they're also part of the red herring club so you're going to have to shock them into helping you. The dirt you found in their rooms is a good start which should get them worried. You can then press your advantage and ask them about the likely killer, victim, location and instrument. As long as they look rattled you can think about believing them.

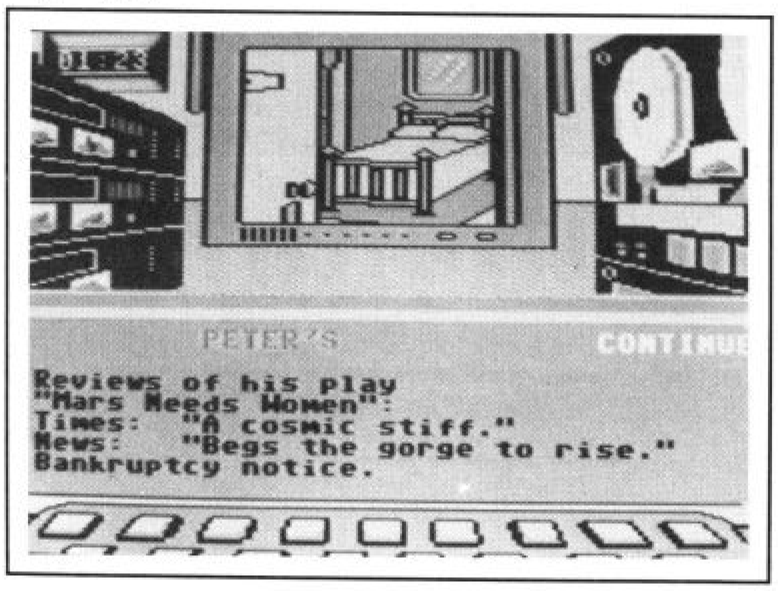
Finally, you should check your electronic notebook that automatically records details of break-ins, monitored conversations, phone interrogations and tip offs before you confront the killer. Now you must select the right victim, instrument and location and suggest the right motive. Get it right and you will have solved your first case. One down and only twenty to go! If you're wrong you become the victim as a gun appears through the window and shoots you dead.

Five possible killers and victims, five murder weapons and nine locations ensures that you won't solve a crime by chance and four levels will keep you sleuthing to the final solution. In the Elementary cases the going is fairly easy with regular tip-offs and lots of meetings to help you track down the killer in cases such as *Mars Needs Women* and *Fast Food Fight*. Murder Medium Rare is the next stage and you'll have to solve the case of *Publish or Peril* on your own. Cases for the Cunning (such as *The Case of the Mutilated Moose*) adds a healthy helping or red herrings and less break in notes, If you want to find the meetings then you'll have to look for them! Finally cases for Super Sleuths feature cases such as *Rhymes and Crimes* that are stuffed full of diversions, suspects that know nothing, others that deliberately mislead you and no help at all.

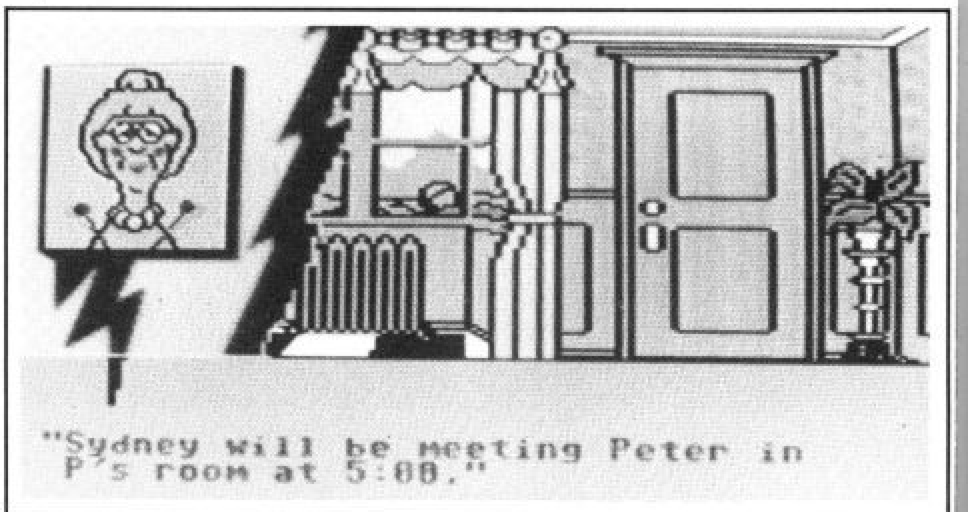
Killed Until Dead is the third Whodunnit game to be recently released as the software houses catch crime fever. Unlike the *L'Affaire Vera Cruz* (Infogrammes) which is almost an adventure style whodunnit *Killed Until Dead* is completely joystick controlled, easy to play and highly addictive. Each case takes about half an hour to complete (one way or the other) but are varied enough to ensure you tackled all twenty-one. Like the Accolade's other titles, *Hardball* and *Psi-5 Trading Company*, the game oozes quality in both its gameplay and graphics and is highly recommended for all digital detectives.

Tony Hetherington

The movie reviews — The Times summed it up for me.



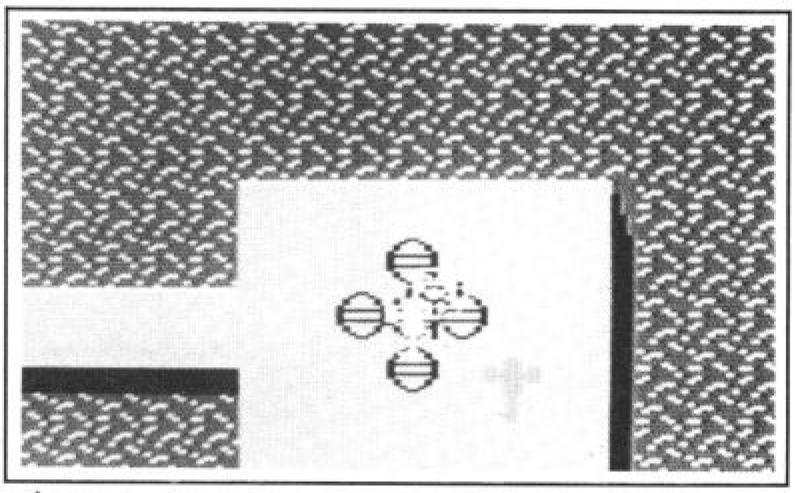
Surely this innocent looking knitting granny couldn't have done it.



	1 2 3 4 5 6 7 8 9 10
Graphics	
Sound	
Toughness	
Endurance	
Value	

8 Overall



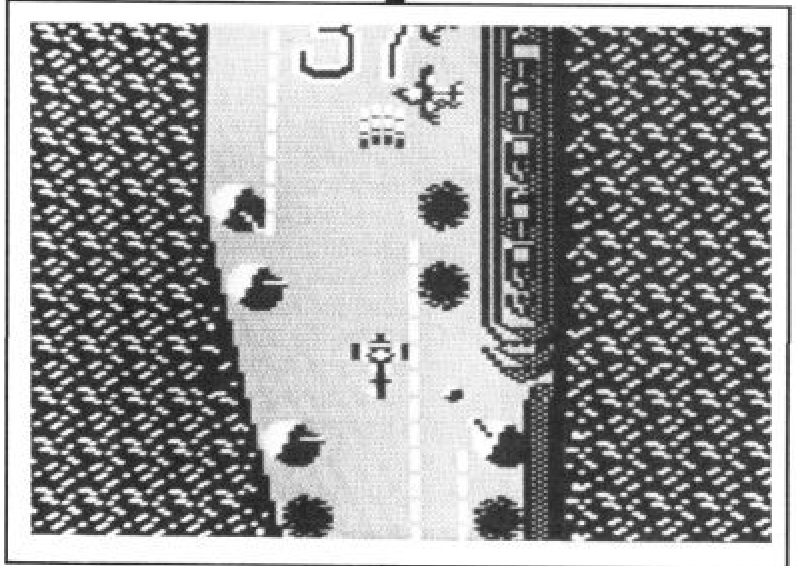


▲ Very precise control needed for landing.

● TIGER MISSION

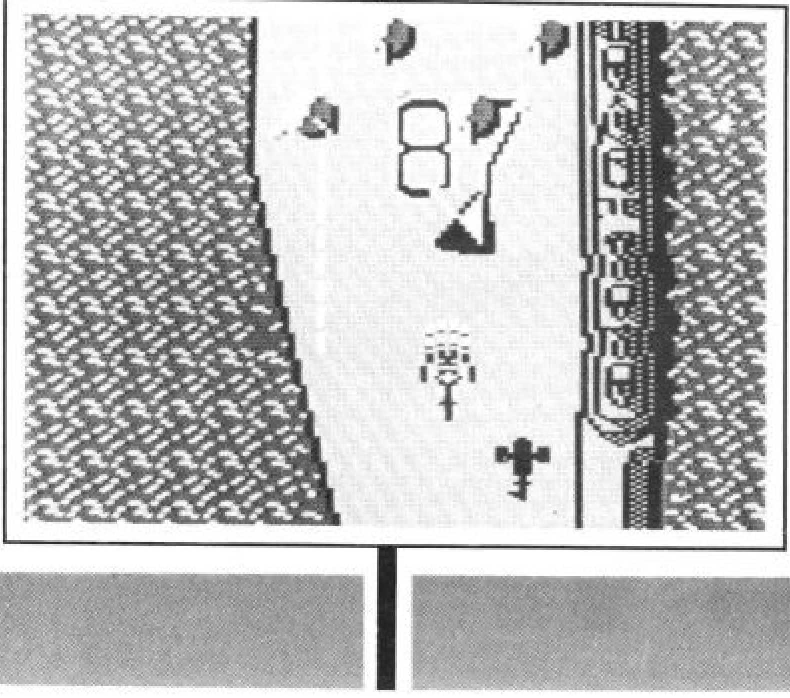
Price: £9.95/ cass

64/128 KELE-LINE



▲ You have limited firing range

▼ Neat shadow effect



Though hardly the most originally-conceived game idea this decade, *Tiger Mission*, by Danish software house Kele-Line, certainly seems to be a quality shoot-'em-up, with attractively clean graphics, 8-directional movement and five lengthy levels to complete — including a very tough spot of precision landing on the X-shaped pad at the end of each stage.

You are Brett Johnson, strike-helicopter pilot, and you've been ordered to attack the enemy's two Tiger Class aircraft carriers. First, however, you've got to get through an intricate defence network devised by your foe, a seemingly endless array of tanks, ships, submarines and gun emplacements, and this is where the problems begin.

You start the game with very limited firepower in your little chopper, and disposing of enemy craft and installations involves your having to fly extremely close to your targets, in order to get within range. The enemy has no such problems, however, and their missiles travel the length and breadth of the screen. Add to this the fact that your speed and manoeuvrability are also initially very limited, and when you further understand that the enemy tend to appear on your screen in groups and fire missiles in completely random directions, you begin to realise that your chances of ever making it past the first few screens are very slim indeed.

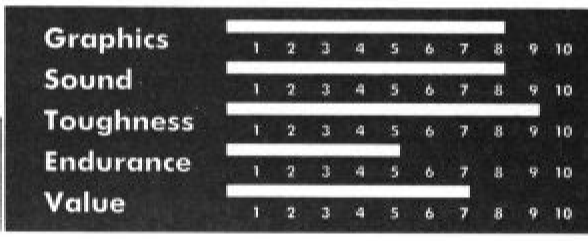
The frustrating thing is that if you do somehow manage to survive the first two minutes of the game, chances are you'll be able to acquire the extra speed and firepower that you need to have a sporting chance of survival. You do have a limited number of Smart bombs which will clear the screen of your foes, but you'll still find it terribly difficult to make it to the second level. An added irritant is that every time you lose a life you have to go back to the very beginning of the entire level. After your first twenty or so times you really start to hate the fact that every smidgen of progress you do manage to make, is completely wiped out and set at nought with your first slip, and it's back once more to the infuriating "get ready to enter level 1" screen.

The second major criticism I'd have to make — though it wasn't a problem which I personally ran into — is that if you do happen to be the kind of quicksilver mutant that can get past the initial obstacles, the later levels don't seem to become very much more complicated, so you might well find yourself bored quite quickly.

As variations on the *1942* theme go, *Tiger Mission* is definitely attempting to be something a bit special — its graphics are excellent (I was particularly taken with the shadow the helicopter cast on the ground below as it flew along) and there's an extremely nifty Eurosynth-type soundtrack. But in their zeal to make the game tough, Kele-Line seem to have been a bit too clever for their own good.

Unless you are a true shoot-'em-up whiz, you're probably going to get frustrated pretty quickly at this not-at-all user-friendly game, while those few who *are* able to handle the initial challenges may soon become bored with the lack of any real progression.

Nick Kelly



7 Overall



AVAILABLE FOR COMMODORE 64/128



Disaster looms for the bowler and brolly brigade. The contemptible COUNT CHAMELEON, Master of Disguise and sworn enemy of the establishment, is determined to succeed in his latest and greatest dastardly plot. His sale of rubber goods through mail-order ads in a civil service magazine, has led him to develop the RUBBERTRONIC RAY. With it he threatens to neutralise the starch in wing-collars, loosen stiff upper lips and generally relax moral standards – leading to the collapse of The Empire. Worse still, it will radically and unpredictably alter the bounce of a cricket ball. This bounder must be stopped!

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WiZZBA



64/128
Ocean
Price: £8.95 cass
£14.95 disk

Imagine a world that's completely monochrome, apparently that's the way dogs see ours. So pretend you're an Appalachian Gorehound and load up *Wizball*. Looks a bit colourless really doesn't it? Apart from that split pea bouncing around the screen that is. But dull it isn't.

Alright you'll have to stop pretending you're a dog now otherwise you'll never be able to grip the joystick between your paws. *Wizball* is a game about a world that was dramatically drained of colour by some miserable old get called Zark who preferred black and white. Being a psychedelic young chap, that's just too grim and you try to return your world to its technicolour jollity once more.

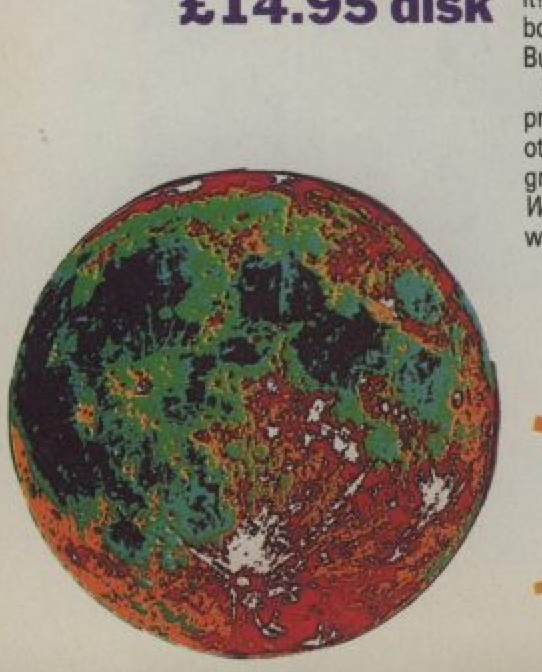
◀ Find the right crater and it'll take you to a new level

You begin, controlling your rather grumpy looking pea on the surface of the planet Wiz. To spread a little brightness about the place you must use your lazers to shoot chemical blobs around the various levels. Hey! It's a shoot-'em-up! True, but you'll need to use a bit of savvy on this one to turn your world back to day-glo successfully.

Your first problem comes when Wiz turns out to be a bit of a spazz when it comes down to manoeuvreing about the place. You need precise control of him, and to get it you need to shoot the little sputnik type objects littered about the screen. Each hit turns them pea colour whereupon you catch them. This starts a group of icons on the top of the screen flashing. Waggle the stick violently and you can gain

▼ Then paint it blue using the Cat to shoot the blue chemicals







LL

Far Left: Level one with a red paint job

Pea and Cat united as rainbow warriors





Crash, and the pea splinters into coloured splinters



Once you complete a level the wizard fills the cauldron with the colour

extra powers. The effect is very much like *Delta* (more of that in Hotshots). Each of the seven icons has a different effect on your pea. It's important you pick up the first two and use them because these give you the amount of control over Wiz that is fundamental to moving precisely around the planet. You can only have two other icons on the boil at the same time. Most important of all is one which gives you a little pal or Cat (short for Catellite) who will stick with you through thick and thin. He is the key to the game, because in order to restore colour to the world you need him to catch the droplets of colour in the cauldrons at the bottom of the screen. Furthermore it gives the game a multi-player type angle, in that a friend can control the Cat. If you're the most unpopular person in your class, you'll have to do it on your tod (keeping the fire button pressed allows the little guy to flit around the screen on his own) otherwise get your bessie mate round with a few cans of 7 Up and let him do the Andy Warhols. Other icon effects include smart bombs, shields and, best of all, the Cat spray which lets you spit out missiles faster than a tom cat on heat.

There are several levels to complete some of which cannot be entered until the whole of the first level is completed (ie coloured in) but it's not simply a question of shooting a few red, green and blue globules, there's plenty of nasty alien forms out there waiting to paint it black once again. Shoot them down for points but my advice is to steer clear from them where possible.

Wizball is incredibly hard to master at first, mostly because it takes so long to get used to controlling old Smedley the pea. Each time you fail and run into an alien there's this nerve wrenching crash like your mum's best china tipping onto the floor. In fact the sound throughout is great with some typical Jean Michelle Jarre type tunes from Martin Galway plus effects like radio interference as you move around the planet. One black mark is the Gary Moore guitar solo. Each time you blow it a wailing noise signifies the end of your game and it drives you mad. HM fans will probably love it

This is definitely one groovey game. The idea behind it is strictly shoot-'em-up, but enough imagination has gone into it to make it different and still keep it immensely playable. Graphics are fab, the pea cute (I like him — he looks miserable all the time) but the Cat is a star. Sensible Software are the boys responsible for the job, they brought you *Parallax* as well and are to be commended not only for the consistent quality of their stuff but for having a few original ideas of their own. Like, totally awesome y'know guys!

Mike Pattenden

The bonus screen, take out anything that comes for you



Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

8 Overall



Jeep Command style game first.



ARMY MOVES

Take to the chopper for stage two.

64/128 IMAGINE
Price: £8.95/cass

Imagine's latest tour-de-force is one of the most difficult arcade games it has ever been my misfortune to play.

Add to all that some excellent graphics, tasty animation and a barrage of tunes and sound effects, and you've got solid shoot 'em up entertainment which will have you weeping with frustration as you play it again and again, determined to crack it.

Army Moves (what a naff title!) takes *Commando* games just about as far as they can go.

The mission is divided into seven sections, each of which would be a respectable game in its own right, and to play the last three you've got to load the second batch of program and then enter the code word given at the end of the first four sections.

The first section has you driving a missile-equipped jeep along a mostly destroyed bailey bridge. Coming at you is an endless stream of bomb-laden helicopters and kamikaze trucks.

The game is played with joystick and space bar, and moving the stick to left and right provides deceleration and acceleration, while pushing it forward allows your vehicle to leap over gaps on its enormous tyres. The helicopters can be taken out with your air attack systems (fire button) and the trucks with your ground missiles (space bar).

The trouble is, most of these actions have to be performed simultaneously. As you're going to need one hand constantly pressing the space bar, and the other juggling the stick in three directions *and* pressing fire, it helps if you've got one of those joysticks with suckers and a fire button on the grip. Even then you might do what I eventually did, and sellotape the space bar down permanently, thus releasing an incessant spray of ground missiles, whether they were needed or not.

Every enemy hit boosts your score, and ticking away in the righthand corner is a petrol guage which indicates just how far you've yet to travel. As it approaches 0000 you're nearly there.

Let's suppose you make it (ha!): You get a bonus score, ditch your jeep, and then take to the skies in a stolen helicopter for the next three stages.

Stage two sees you flying over a desert landscape, looking out for the enemy fighters coming at you from all directions, and which turn in mid-air if they miss you on the first fly past.

Once again, you've got two lots of weaponry, missiles and bombs, so don't be too hasty in removing that sellotape. Hammering your joystick you bank, soar and weave your way around the planes, bombing the missile silos on the ground — which are also taking pot-shots at you.

Stages three and four feature further daring exploits with your chopper, piloting it over the submarine-infested sea and the jungle with its armed look-out posts. Keep an eye open for refuelling sites, otherwise an empty tank will bring your mission to a rather anti-climatic finish.

At this point lesser software companies would have called a halt. Not Imagine. Their programmers — Dinamic — have gone for broke by adding another three stages which you have to negotiate on foot.

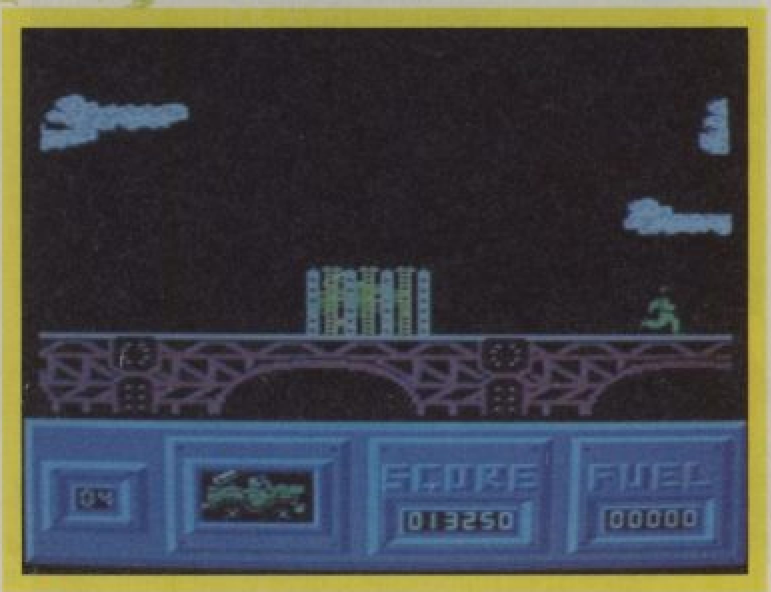
You start off in the middle of a mangrove swamp, balanced precariously on a tuft of grass. As you hop from tuft to tuft, avoiding the stretches of quicksand between, gleaming eyeballs betray the presence of guerillas in the undergrowth, and they'll lob grenades at you with disturbing accuracy. Giant toucans flap towards you with rapacious beaks, and you'll have to frighten them away with gunfire and then duck beneath them.

You're also armed with grenades, but save them for the barracks in stage six. You've now got nine lives instead of the five granted in the earlier stages, and you'll need the lot. The good news is that if you're killed now, you don't get sent back to the beginning, but only to certain determined spots behind you. Big deal.

Stage seven finally takes you inside the bunker stronghold, where you have be careful when your grenades bounce off the furnishings. Then all you have to do is find the safe after killing lots of enemy soldiers. Easy!

Let's face it, no-one's going to get that far without cheating, so if you want to know the code for part two, just write my name on the back of a fiver and send it to (*Cut! Spoilsport Ed*).

Bill Scolding



Between stages — leg it to the helicopter.



Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

8 Overall


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"...Brilliant...Stunning...Cor...Amazing Wow ...Double Wow...What's it called?..." Tom Mitcroft – Computer & Video Nastie.
"...Zip, Whee, Ping, Blip, Ping, Beep'..." Dick Eddie – TRASH!
"..........." Anne Non – Proper Con Weakly.
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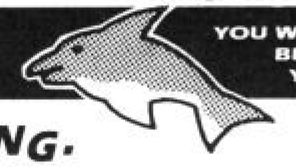
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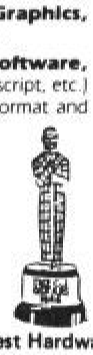
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(These figures do not allow for searching)



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THESE ARE THE FACTS (not outrageous advertising claims)

FREEZE FRAME Mk IV

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DISC to DISC — **DISC to TAPE**

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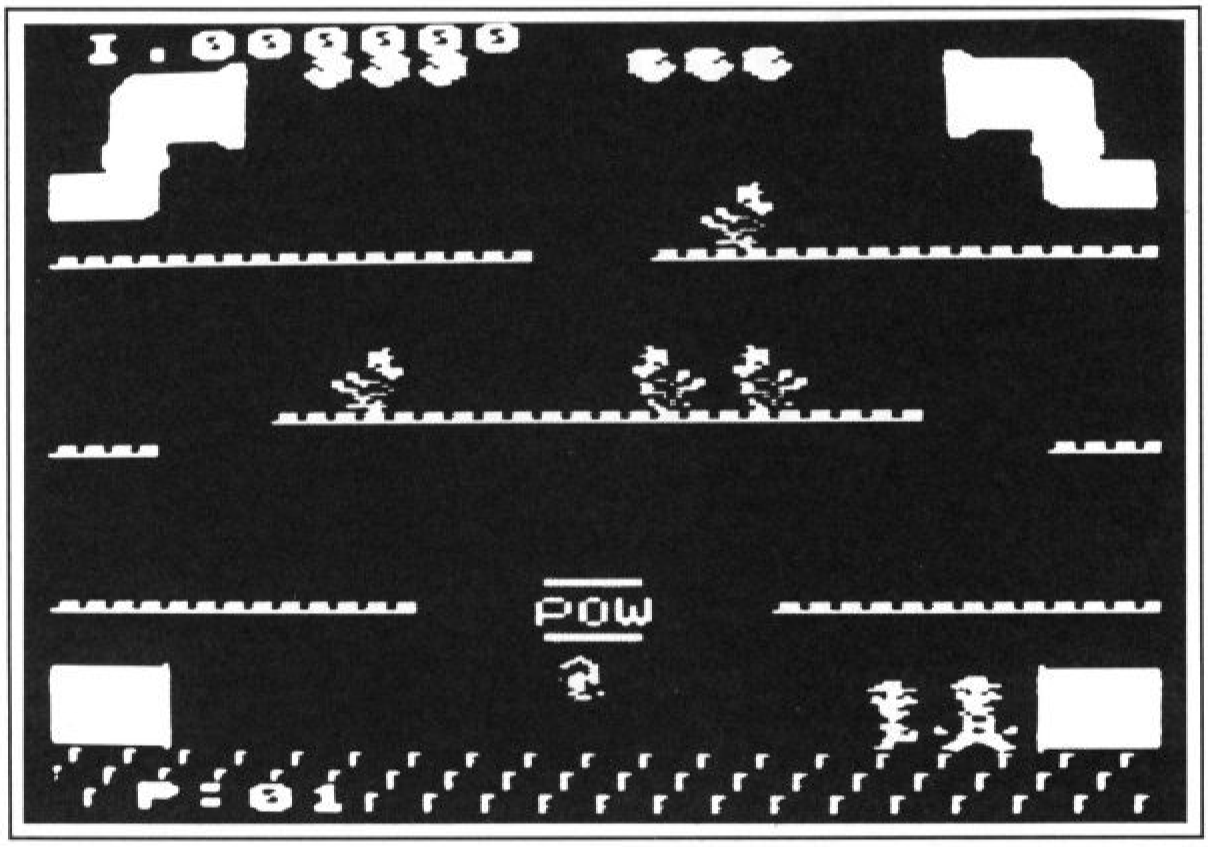
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Luigi and Mario — ees all a go down here





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Meet Mario an' Luigi, two ver' nice Italian boys. They gotta dis lil' problem wivva de turtles ana crabs, dey keeps droppin' outta de pipes, an' bitin' dem on-a de bums. Ees no joke, I'm-a tellin' you.

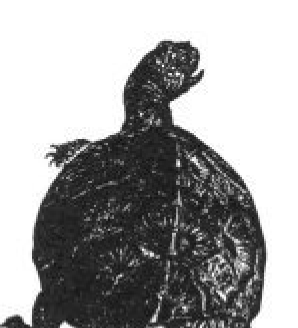
Mario and Luigi are of course the *Mario Bros*, and this is Ocean's version of the Nintendo arcade original. And very good it is too.

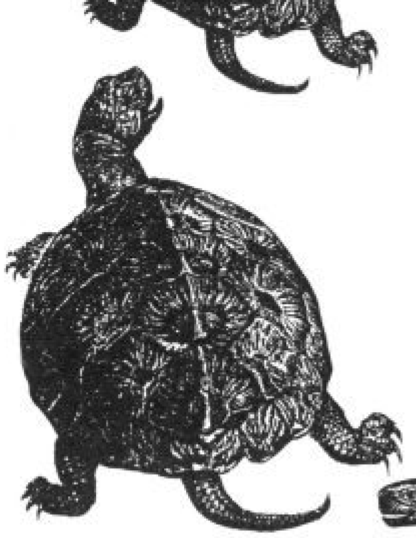
Basically a platform game, it plays differently to any others. For starters, the platforms are super slippery, making movement at speed difficult and dangerous. And the ledges are also rubbery, so that jumping causes the ledge above to bend, and anything on it will flip over.

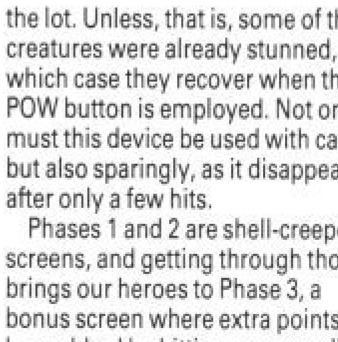
And that's the whole point of the game. As the shell-creepers (turtles) drop out of the pipes at the top of the screen, and descend level by level, Mario and Luigi scamper about, avoiding fireballs, and bouncing up and down to knock the shell-creepers onto their backs. Then before the things recover, they quickly boot them off the ledge.

Well, it's not as easy as it sounds. The shell-creepers are spewed forth in increasing numbers and as play progresses they move ever faster. Soon the screen is crawling with the vicious little brutes, and the Mario Bros spend more time escaping from them than kicking them. The lads have only three lives each, and one touch from a shell-creeper of fireball is fatal.

Mario and Luigi have, however, one trick to fall back on in times of crisis. In the centre of the screen is a large POW button, and if they hit this then all the shell-creepers on-screen are stunned, and the Mario Bros can dash about kicking the shell out of the lot. Unless, that is, some of the creatures were already stunned, in which case they recover when the POW button is employed. Not only must this device be used with care, but also sparingly, as it disappears after only a few hits.







Phases 1 and 2 are shell-creeper screens, and getting through those brings our heroes to Phase 3, a bonus screen where extra points can be grabbed by hitting as many discs as possible in the time allowed.

Phase 4 introduces the side-steppers — large crabs, and lots of them. These have to be stunned *twice* before they can be toppled, and it's quite likely that this will be the end of the line for Mario and Luigi. Rumour has it that later screens have flies on them.

In a two-player game, each player controls one of the brothers and they can decide whether to help or hinder each other. If only one plays, then Mario alone takes on the massed hordes of shell-creepers and side-steppers. Playing with two is more fun, but playing alone is a damn sight more difficult.

Everything that should be in a decent arcade game is present — lots of silly sound effects, fast action and smooth movement, bonus points all over the shop, and a decent slice of slapstick comedy. Incredibly easy to pick up, the game continually opens out as you improve your tactics and joystick reactions. Sadly, although there is a hi-score board, it doesn't include any ranking, so there's no way of comparing your scores.

Unfortunately, if you're well familiar with the Nintendo arcade game, you'll find this doesn't resemble it at all.

Still, if you're into a bit of head-banging and crab-stomping, join up with the *Mario Bros*. You know it makes no sense at all — but it's great fun.

Bill Scolding



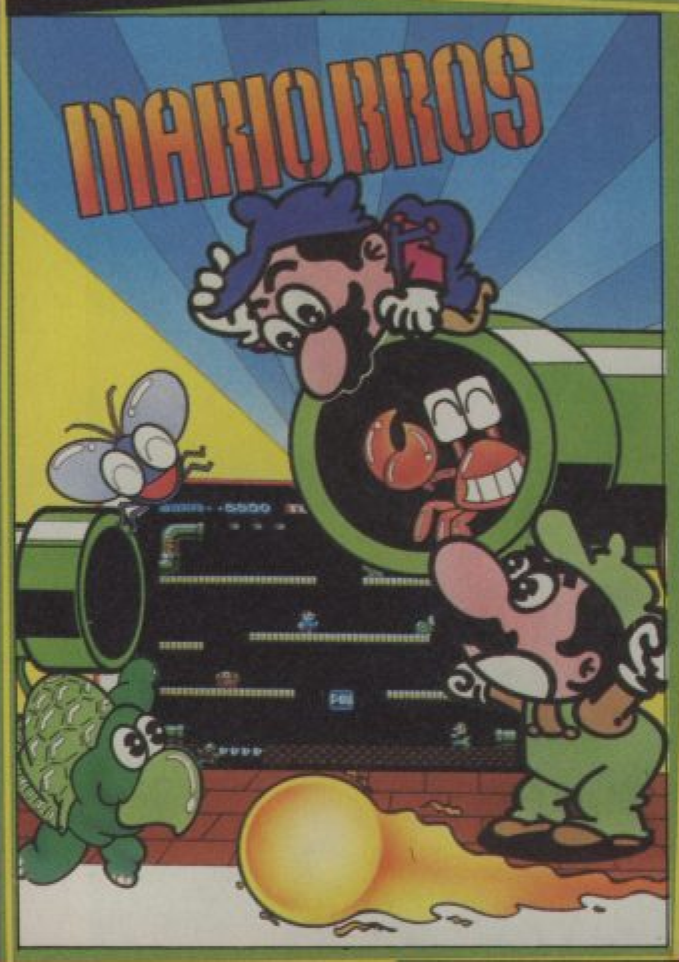
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Sound 1 2 3 4 5 6 7 8 9 10
Toughness 1 2 3 4 5 6 7 8 9 10
Endurance 1 2 3 4 5 6 7 8 9 10
Value 1 2 3 4 5 6 7 8 9 10

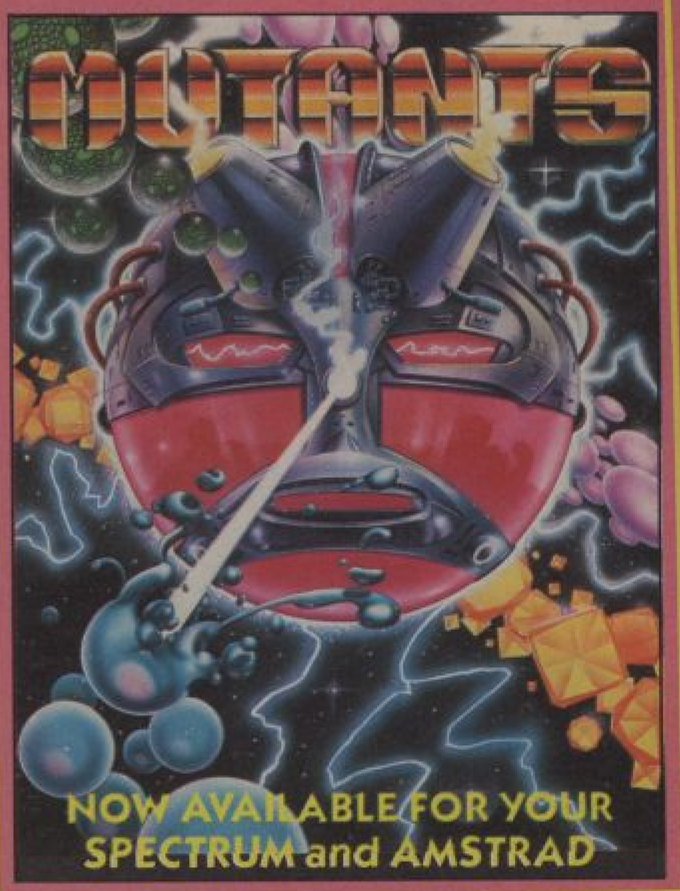
9 Overall



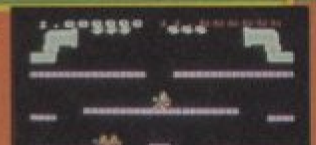
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I wonder what's on at the MOULEN ROUGE
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Just a few lines between continental heists and yet more hairy escapades to say hello to all my fans and invite you on my most exciting and exacting journey to date, a whistle stop tour of the capitals of Europe acquiring more than just the local scenery on the way.
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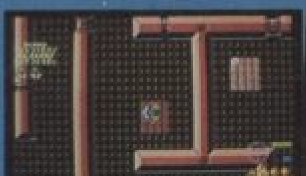




Now hot from the arcades comes Nintendo's Mario Bros for your home computers featuring Fireballs, Sidestepper, Fighterfly and of course – Mario and Luigi! Flip those pests and kick 'em off the pipes, but don't lose your footing on those slippery floors. Play as a team or against each other; either way you're in for a scream with Mario and Luigi – the **MARIO BROS.**



I took on the Mutants knowing I was armed to the teeth with missiles, mines, torpedoes and more . . . I could even choose where I wanted to fight! How could I lose? . . . How DID I lose? I've never seen anything like it . . . they came at me in droves, in swirling gases, in forms spinning a deadly gossamer and there were more to come. I know now that one form of Mutant will never escape a well planned pattern of mines. It's just the beginning . . . but I must build the ultimate weapon or I'll NEVER be rid of them all! **"An essential purchase – miss it and you're missing something special" – Zzap**



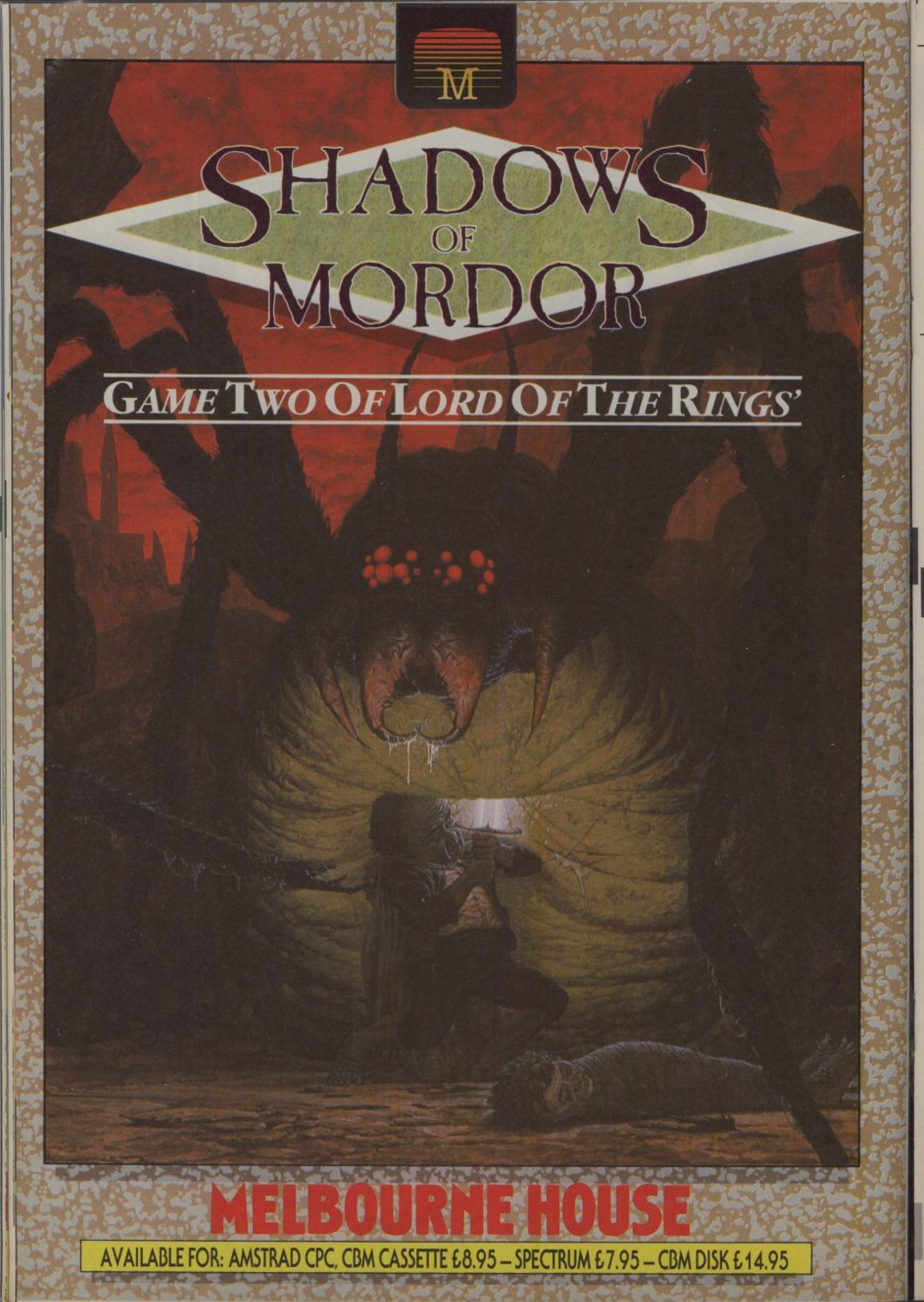
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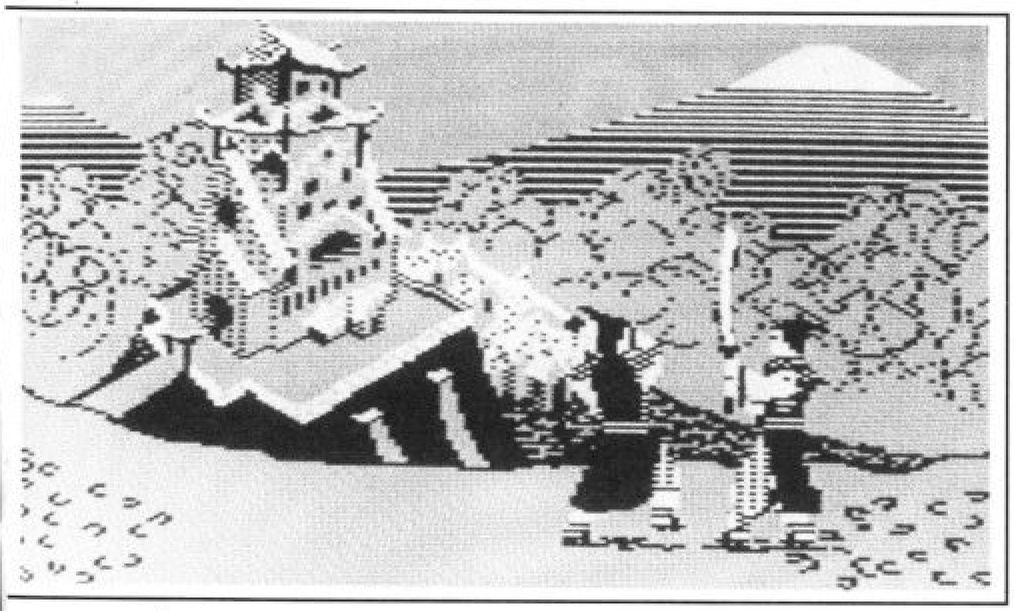
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▲ **The final test, Samurai sword-fighting.**

Gremlin Graphics
Price:
£9.99 cass
£14.99 disk

SAMURAI TRILOGY

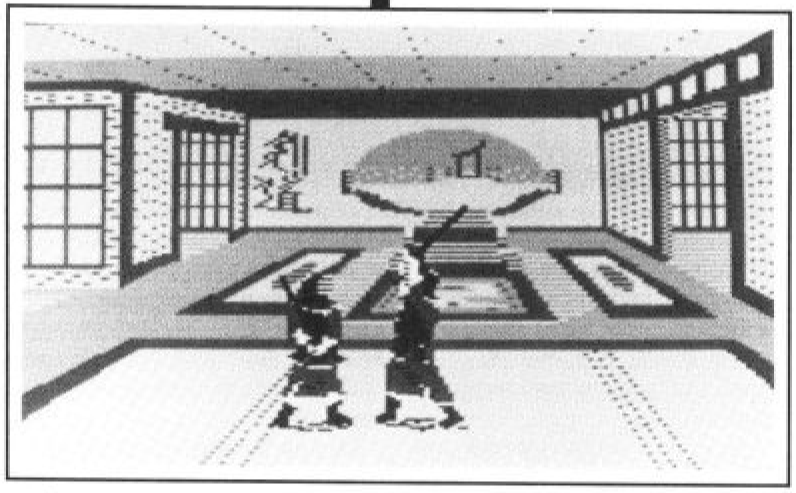
So what if a game is being released this month by the name of "The Last Ninja" no-one is really naive enough to think this will stop companies flooding the market with karate games.

You are a trainee Samurai under the guidance of supreme master Chu-yu. With his help you must pass a series of tests. If you pass you will be made a Samurai warlord, which is Chinese for a mean son-of-a-bitch.

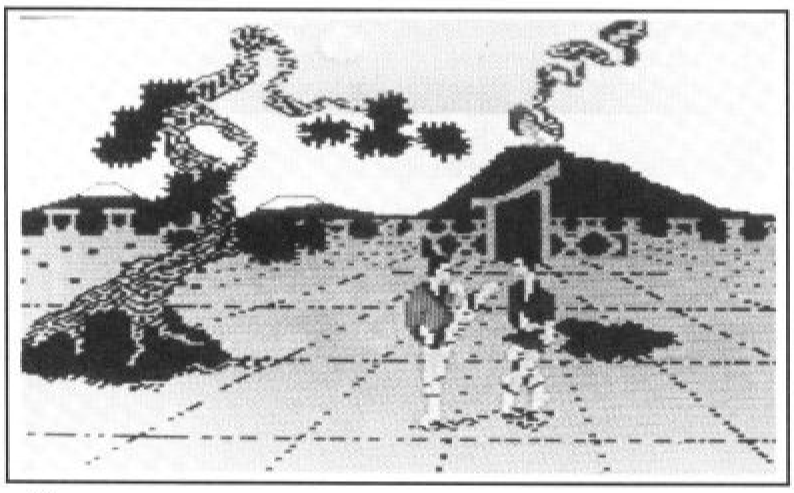
The game is set out in to three beat 'em up style sub-games, karate, kendo, and Samurai. Being a Gremlin game you probably can expect millions of options . . . you are right. After deciding whether you wish to read the instructions in German, French or possibly Spanish (for those of you rushing off to the Costa del-crowded in August) you then are asked if you wish to have a little practice. You don't, so as usual it's straight in at the deep end.

Game one is *Karate*, and if you were the coward who chose to practice, you just continue fighting to your heart's content, but if you chose to play a full game things are not so simple. You are first asked to choose one of the five opponents, then are shown a chart with skill, speed, strength and stamina displayed on it, you have five points to allocate between the four methods. The idea behind this is to use the points wisely to counter your opponents' method of combat.

After spending a few minutes (and hours) negociating that last problem, you must then decide how to train for the bout. There are twelve types of training, from which you must choose three. You go from the normal workout stuff like running to the more eastern ones such as 'Makiwara' which is sweet & sour pork for shadow boxing.



▲ **Option two is Kendo.**



▲ **Begin with a bit of traditional kicking.**

Then it's down to the fighting, the characters are large and bright. But do not have the clarity or the animation of late-greats such as Fist. To win a bout you must fight the computer ten times and then let the computer decide the winner in true Hagler Vs. Leonard style. That is unless you can deplete all your opponent's energy and kill him, when this is done the supreme master will decide whether or not you are good enought to go on to the next stage which is . . .

Kendo a form of Samurai sword-fighting with bamboo sticks. The procedure is the same as karate except that the game is extremely similar to Melbourne's *Fighting Warrior*.

If you complete Kendo you are now ready for the final test, the test of *Samurai*! Choose an opponent and cross-swords till death (cue-cries of Wow!) You must fight and heartlessly kill four opponents before you can obtain the title of undisputed Samurai warlord.

Samurai Trilogy is nice on the eyes in every way, holding up Gremlin's immaculate presentation record. But its problem lies in the fact that it is far too nice on the hands. In short it doesn't have enough action to be a successful beat 'em up. Yet another release that isn't full of Eastern promise.

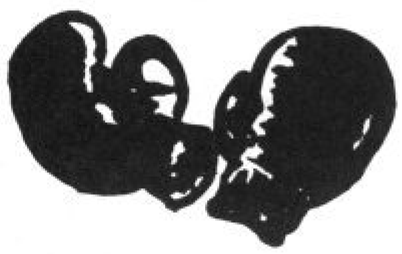
Ferdy Hamilton

	Rating (1–10)
Graphics	7
Sound	7
Toughness	6
Endurance	3
Value	3

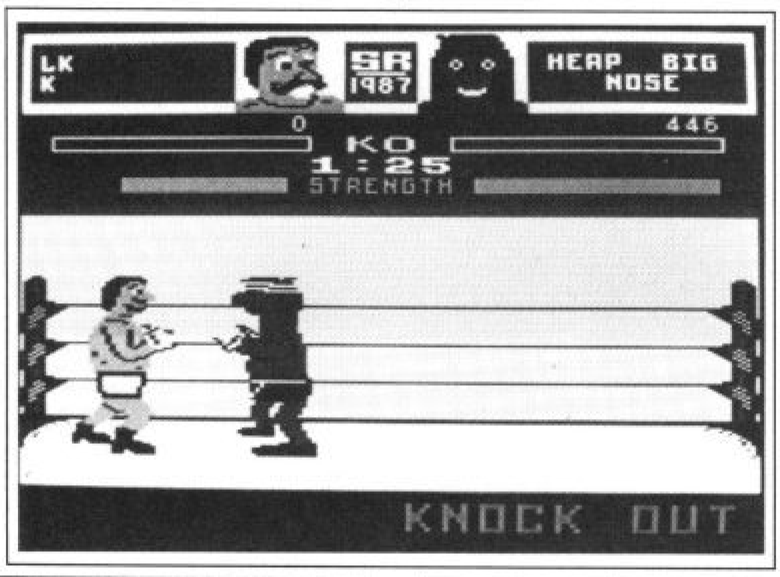
3
Overall

THE BIG KO

64/128
TYNESOFT
Price: £7.95/cass



Heap Big Nose is going to get broken.



Just when you thought you could hang up your gloves for good, along comes another young upstart, beggin' to go a few rounds with the champ who floored Barry McGuigan.

This weedy, incompetent contender hails from Tynesoft, and makes Frank Bruno look like . . . Frank Bruno. What's more, he's got a mouth on him the size of the Blackwall Tunnel. 'Unique boxing simulation,' he shouts. 'Stretches your computer to the limits. Supersize sprites, superb animation and a touch of humour . . . A game not to be missed.'

Jeez, even Ali wasn't so full of wind. Like, this guy is just *asking* for it. So, let's see what he's made of.

The Big KO is a sub-standard boxing sim and, like all the others, gives you a gang of opponents with funny names to compete against. These include Heap Big Nose (ha!), Groovy Man (ho, ho) and Cheap 'N Nasty (hee, hee, hee). When you've picked yourself up off the canvas after that rib-tickling, you can indulge in a pre-fight warm-up by choosing your own silly name.

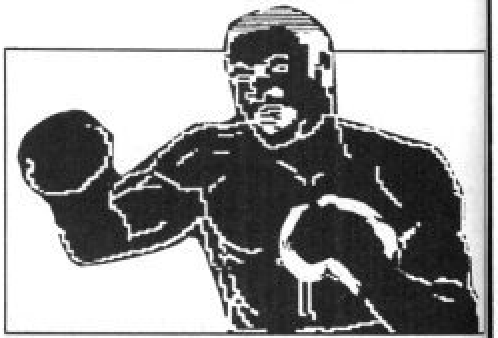
Then you get the presentation: 'In the left corner, Killer Scolding. Best punch, left to the head; second best . . .' and so on. Each boxer gets a rating: you're the 'Unknown Tom', Heap Big Nose is 'the pits', Strongman Joe is 'easy-peasy'. All this is accompanied by the soothing sound of waves breaking on a distant shore — the programmer's restrained attempt to capture the frenzied blood-lust of the ringside crowd.

These crazed spectators are nowhere to be seen in the fight sequence itself, the graphics being, er, somewhat sparse — just flat blue background, white canvas and ropes. The 'supersize sprites' are big, blocky and ugly, the 'superb animation' is laughable (perhaps that's the touch of humour'?).

The bell rings, the two fighters wobble towards each other, and start throwing punches. There aren't very many to throw — you've only got a choice of four — and there are no dodge, duck or blocking moves. If the action gets too hot all you can do is step out of reach. There are three rounds, and when the knock-out finally comes (if you don't win on points) it is spectacularly unexciting.

Then you get a tedious announcement about your performance, accompanied by a nauseous fanfare, and if you've won, you get the code word which allows you to load the next boxer.

There is a two-player option, in which a friend can take on the character of Heap Big Nose, Strongman Joe or whoever, and the two of you can slug it out for as many bouts as you like. There are also options for switching off the sound, the presentation sequence, and the message which appear below the ring (which is supposed to



UFO

64/128
Price: £1.99/cass
£14.95/disk

The trouble with games like this is that they're, well so totally *average* that it's a real headache trying to come up with something new to say about them.

Certainly the plot doesn't exactly grab the imagination by the short and curlies. You're an ace crack super Condor fighter pilot, whose task is to save the world from the invading alien craft. You've got four lives in which to do it. Snore.

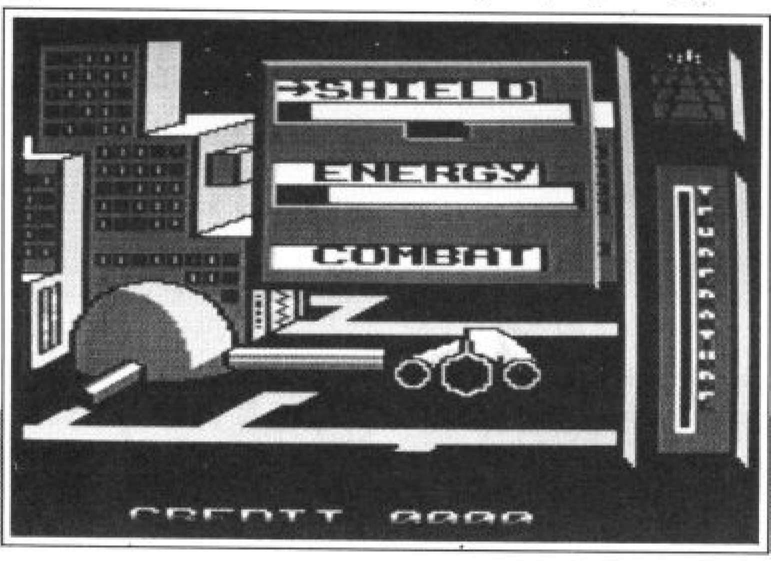
The game kicks off with an alien attack on what is supposedly New York. Well, OK — it's got a few skyscrapers, and as far as us Limeys are concerned that's probably good enough. Anyway, coming out of the blue sky with its puffy white clouds, and zooming in over the winding country road and green pastures, are lots and lots of aliens, flying saucers, shuttle craft, knobbly objects and funny things which open and close.

Your Condor fighter zips back and forth along the bottom of the screen, zapping away like all those ancient Space Invader games. The trick is to hit the baddies before they start dropping bombs, otherwise you're caught in a snowstorm of missile which is impossible to avoid. Sure, you can put your shields up by stabbing away at the space bar, but shield power is soon used up, and in any case it's difficult moving the joystick, pressing the fire button *and* holding down the space bar. It's not much easier if you opt to use the keyboard.

So, best thing is to sit in the centre of the screen, firing like mad, and remembering to keep an eye on the temperature level. If your weapons overheat from all that blasting, they'll temporarily seize up.

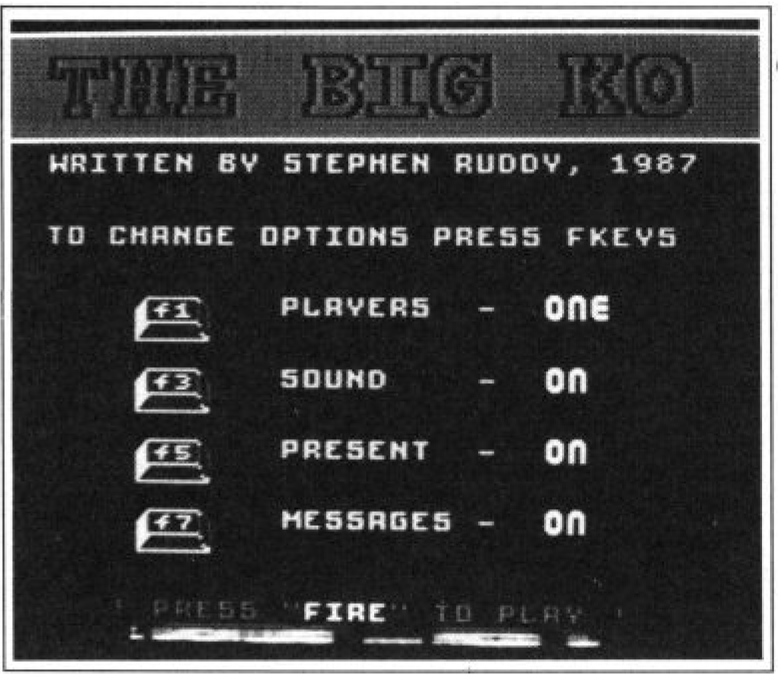
When you've cleaned up the Big Apple, your craft enters the hypersonic corridor. This greets you

UFO — Odin go budget



Fry the Big Apple





Options for Big KO

represent heckling from the non-existent crowd). Selecting these options will remove most of the game's irritating features, and the rest can be eliminated by pulling the plug.

The Big KO is probably the very worst fight simulation yet to appear on the 64. If you still feel the urge to slip in the old tooth guard and pull on the leather mittens, then ransack your wardrobe for your battered copy of *Frank Bruno's Boxing* or indeed almost any of the other fight sims that you bought two years ago. This simply isn't a knockout.

Killer Scolding

Rating	Score (1–10)
Graphics	5
Sound	5
Toughness	5
Endurance	3
Value	1
Overall	**3**

like an old friend — that ever-distant mountain range, the flickery landscape rolling beneath you, the rows of obstacles you're meant to navigate between. Ah, nostalgia.

The flashing bands of colour are apt to give the eyeballs a bit of a pummeling, but fortunately this sequence is soon over with, and there follows a brief respite where you can use the credits so far awarded to replenish your shield and energy levels.

Phase two depicts an attack on some kind of jagged lunar landscape with a river flowing through it and a jet black sky. Perhaps it's meant to be Pittsburgh. . . The aliens come in different shapes and sizes now, but are mostly up to the same old tricks again, and your tactics are likely to be similar too. There are more phases after this one.

That about wraps it up. Pretty uninspired graphics, stationary backgrounds, limited sound effects and squeaky disco music over the opening screen, a number of different but actually very similar levels — yeah, just what you'd expect from an average cheapo shoot 'em up.

Probably some bright kid's first attempt at a professional program, right? Wong. The credits read: (c) 1987 Odin Computer Graphics.

Odin? Weren't they the guys who gave us *Nodes of Yesod* and *Arc of Yesod*, and. . .

No, Couldn't be.

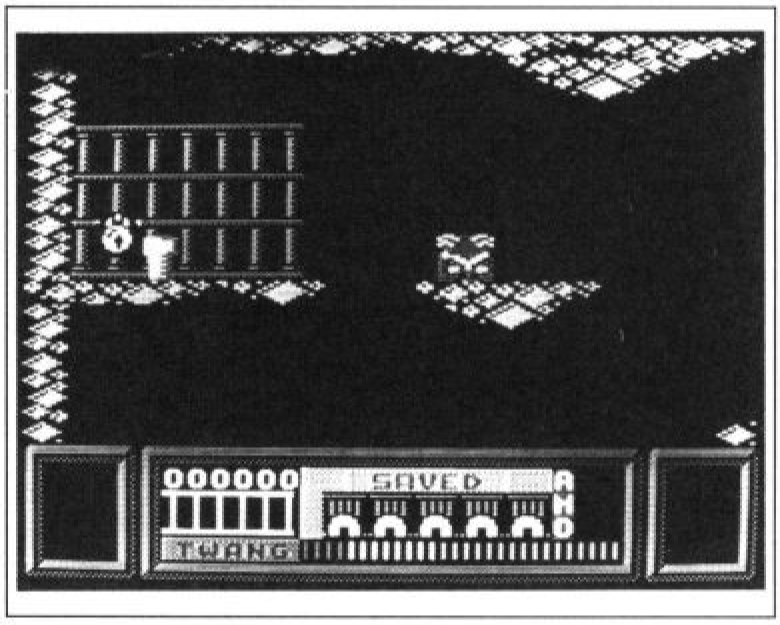
Bill Scolding



Skyscrapers? Must be NYC.

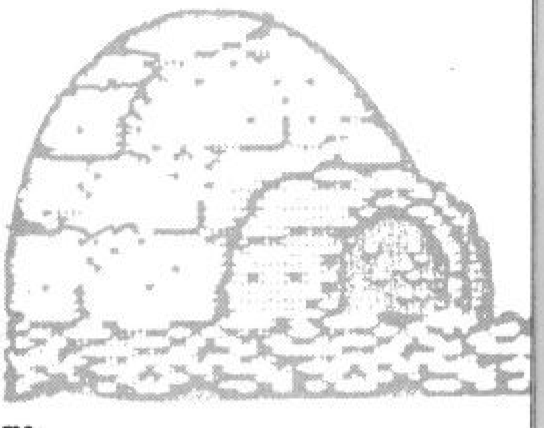
Rating	Score (1–10)
Graphics	6
Sound	5
Toughness	7
Endurance	5
Value	5
Overall	**5**

FROST BYTE



A platform game — but a slick one

64/128 Mikro-Gen Price: £8.95



What do the words Kreezer and twang mean to you? Nothing, or maybe something out of Rainbow or Playschool. Well you would be mistaken if you thought it was from T.V. It is, in fact, some of the various objects which appear in Frost Byte.

You are a Kreezer which is a sort of stereo-typed super maggot cum Sylvester Stallone, armed to the teeth while backflipping like an Olympic gymnast. Your fellow Kreezers have been kidnapped by the ghoulish creatures which inhabit the craters of the planet, and you have to rescue your friends before your twang runs out, twang being a fancy name for time.

To help you on your way there are various bits and bobs such as extra bullets (see where the Stallone connection comes in), sweets are also lying around and so you don't get bored there are different colours — each colour has its own side effects like so:

Red sweets allow faster movement, but sometimes too fast.

Blue sweets enable your Kreezer to jump higher. You usually find this particular colour by a jump pad (for a little extra help).

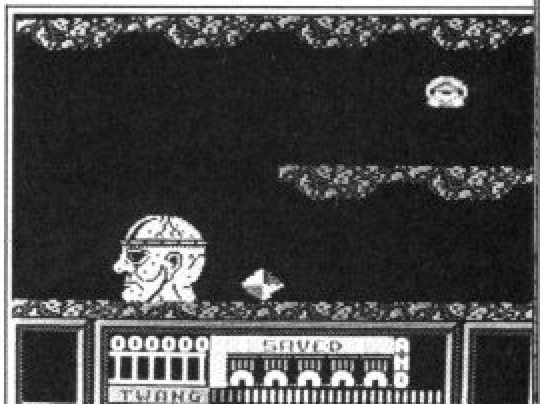
Green sweets are probably the most helpful as they allow for you to fall from an increased elevation.

When you find something killable, you'll find that the killability rating is not so high as you have to be in precisely the right position to hit them, not very convenient if you ask me.

The Commodore conversion of Frost Byte is, if anything, too much of an accurate conversion from the Spectrum as it contains splatterings of colour clash and incredibly Spectrumesque sound effects (like, crumby).

Still a very nifty platform game with brilliant touches here and there which gives the impression that it isn't one of many pieces of half-finished games flooding the market at the moment. Like I said, a slick program that should definitely receive a look-in from platforms fans.

Mark Patterson



Rating	Score (1–10)
Graphics	7
Sound	8
Toughness	8
Endurance	8
Value	7
Overall	**7**

COMMODORE 64·128

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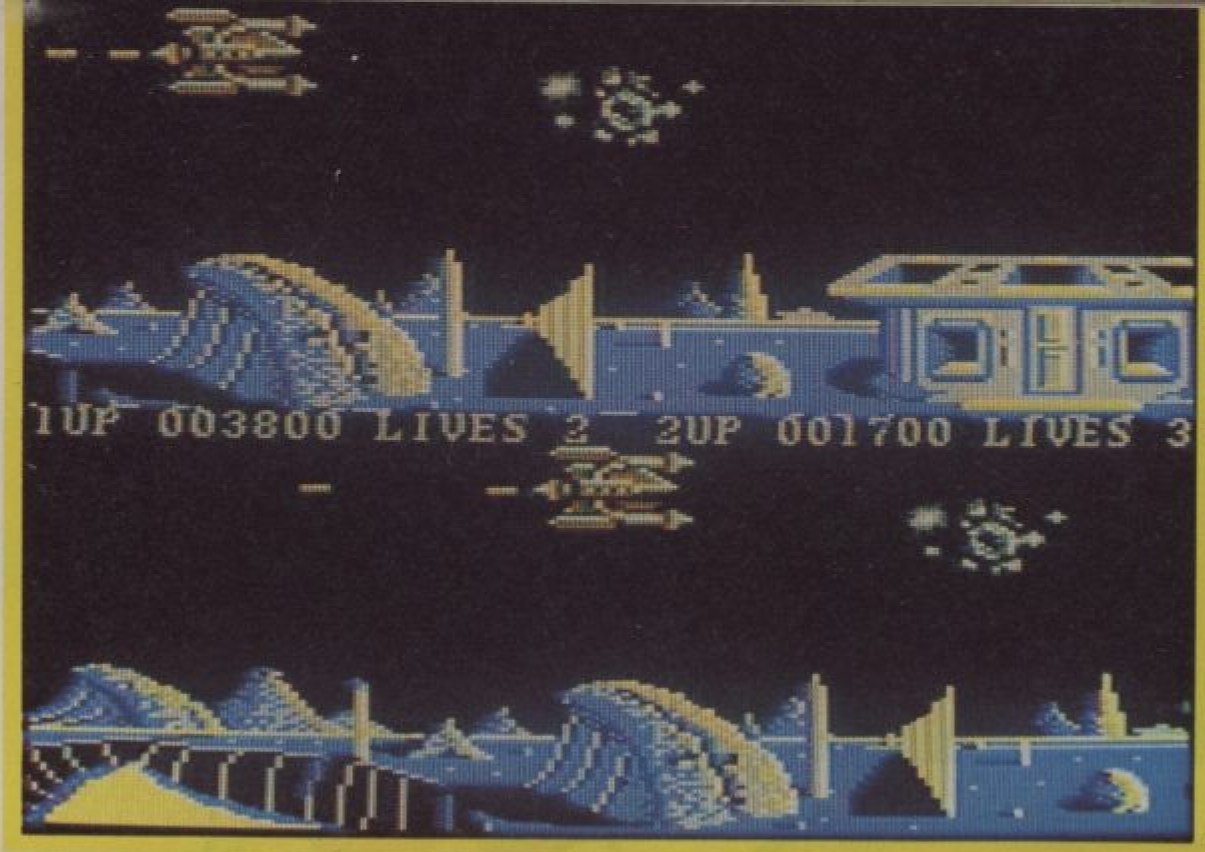
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EAGLES

64/128
Hewson
Price:
£9.95 cass
£14.95 disk

Unfortunately this isn't Andrew Braybrook's latest production, but it's still a very nice split screen, horizontally-scrolling, shoot-'em-up, from some people from a company called Danish Designs.

It is now the year 2846 the setting of the horrific war which has raged for over 300 years. The only difference from conventional war today is that it is being fought by genetically created soldiers who destroy anything that moves, or doesn't.

Your mission is to fly across the planet's battle-scarred surface to intercept the alien attack squad and retrieve message droids. This is all very well but you are the only remaining Eagle pilot so the future of the world weighs heavy upon your shoulders.

The one player game is similar to *Dropzone* in that you have to bomb round that plant wasting aliens collecting message droids, and then dropping them down a pipe to safety. The bottom half of the screen is occupied by the computer controlled fighter who is trying to beat you to the message droids. If you can collect and deliver five droids you can obtain a devastator device which acts simply like a smart bomb. At the end of the level you take on the Zeta fighter and if you manage to defeat it you receive a fat bonus or, alternatively, death.

The two player game has two modes, team game or head to head. I'll deal with the team game first. The two players have six lives between them and each time one loses a life, so does the other and at the end of the level player one goes on to combat the Zeta fighter.

The head to head is as you might expect it, both players battle it out to grab as many droids as possible and cause more death in the alien ranks than each other. At the end of the level the Zeta fighter is replaced by player 1.

The graphics on the landscape are very good with a multitude of evil aliens each one willing to turn you in to dust.

A large stumbling block with *Eagles* is that the playing area is too small, it's so easy to be zapped in the limited amount of space you have, that it tends to make the game slightly off putting. The sound is pretty weak but the gameplay is really the opposite.

Eagles is a brill game — so good that I even let my sister into my room to play the two player option with me. If Danish Designs can turn out software as good as Eagles they'll be bringing home the bacon for Hewsons for some time.

Mark Patterson



	Rating (1–10)
Graphics	8
Sound	5
Toughness	7
Endurance	7
Value	7

8 Overall

▲ More than a touch of Dropzone about Eagles.



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STRIKE

64/128
MASTERTRONIC
Price: £1.99/cass

CHEAPO OF THE MONTH

Ten-pin bowling has now hit our computer screens in a big way, we had the version on *Indoor Sports*, the Access *10th Frame*, and now Mastertronic release the first (Cue fanfare!) ever budget version, but can cheapo bowling possibly work? Hang on while put those shoes that never fit on and I'll tell you.

You can either play against the computer or against a human opponent (or the Editor!) For those of you who have been too busy attending Cynthia Payne's seedy parties over the last five years and have missed out on the bowling craze, here is a run down of the sport in which you have to wear those ugly shoes! The basic idea of the game is to stand at the end of an alley, usually with a friend named Brad, and roll a ball down a wooden alley and attempt to knock down ten pins (which is Yankie dialect for skittles).

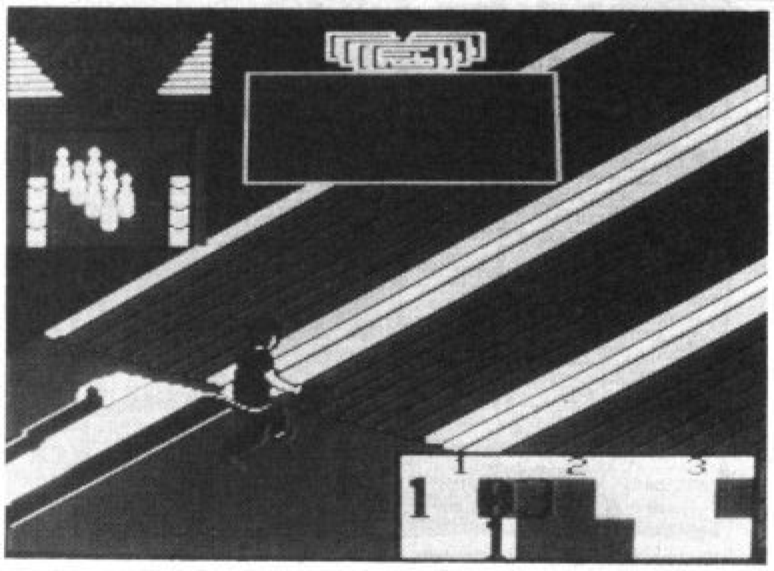
You control your player and must first choose where he should start his run up from. You must then 'press fire' to begin the throw and then it's up to your good judgement to release the ball.

Scoring in bowling always looks mathematically impossible, but it's quite simple really. You are allowed ten goes per match and are allowed to throw two balls every go. You score one point for every pin you knock down, except when you 'Strike!' which is knocking down all the pins on your first of the two balls, this way you get to add your next go's scores to the go before. Told you it was simple. There is just one other piece of bowling terminology I think it would be most useful for you all to learn and that is a 'Gutterball', this is when you roll the ball rather poorly so it ends up in one of the two gutters on either side of the alley.

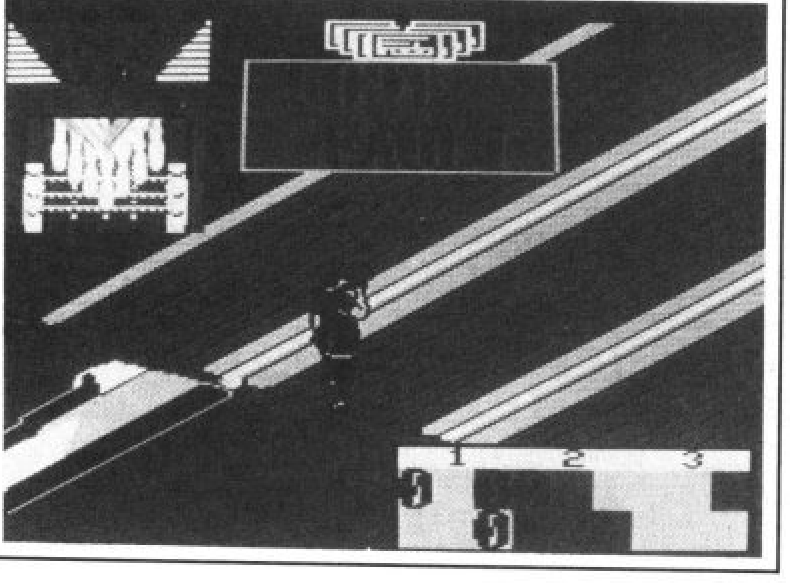
Strike is a fun game but its fault definitely lies in the computer Vs. Player mode, this is due to the fact that for a guy with a memory of 64K he sure is a nerd. On the first ever game I gained a score that was over five times greater than his. I mean hardly surprising that I beat anyone that dares to challenge me, but after one game it's slightly ridiculous. The two player game however is good fun and can get extremely frustrating.

This game has definitely reassured me that ten pin bowling does work on the computer. *Strike* is not an immortal classic but definitely better value for money than the Hoddle and Waddle single.

Ferdy Hamilton



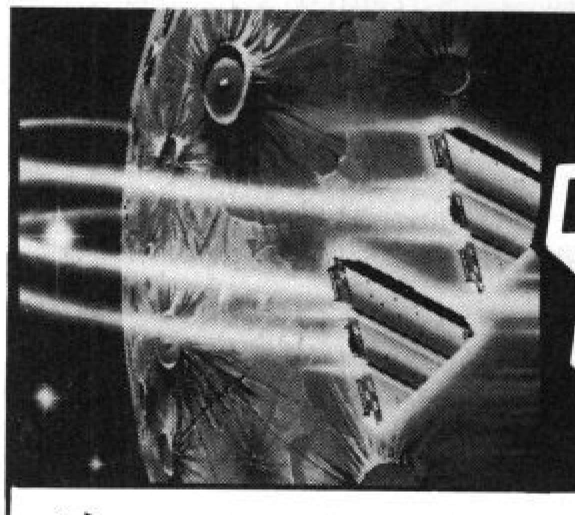
Still seven pins left standing for your second throw.



Foor faulted — Ferdy oversteps the mark.

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

8 Overall



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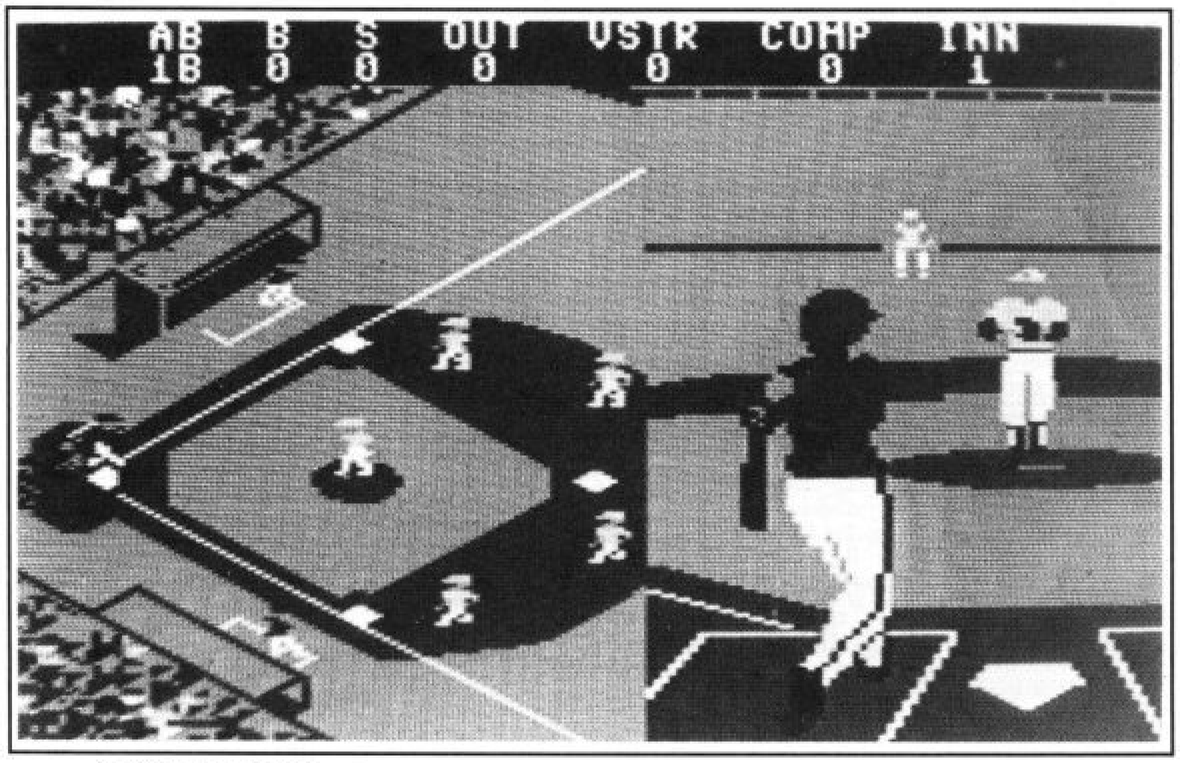
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Thwack! The ball heads boundary-wards.

CHAMPIONSHIP BASEBALL

64/128
Activision
Price: £9.99 cass
£14.95 disk

With my head in my hands I sat patiently not daring to watch the final pitch. The bases were loaded and if our pitcher made a hash of this one, we were done for! I spat out my gum and stared hard at my sneakers.

Suddenly I heard cheers! I looked up, they had hit a home run. The boss would be looking for a new coach.

. . . I woke up and found that I had been playing Championship Baseball a bit too long. This is the kind of action that has made the game so popular in America. Now on computer you get the chance to find out just why it's so big over there, or why it isn't recognised over here.

For those of you who like your sport strictly British-style, I suppose I better explain what Baseball is . . . rounders, apart from a few minor differences that is. Four bases, a batsman (who must attempt to run round the bases). A pitcher, and plenty of fielders. Hit the ball. Run round the bases. You get home, one point to your team. You get caught, you're out. You stop, you have to wait for the next batsman.

This is now the second in the Gamesmaster series, and having played all three I must admit that it is probably the best. You are first offered the choice of either playing or practising. On your first go I strongly advise practising, as hitting the ball is about as easy as scratching your left elbow with your left hand! If you were feeling fearless, and you chose the game option, you will then be offered the chance to play against the much celebrated computer team, or a friend. After this comes the task of playing.

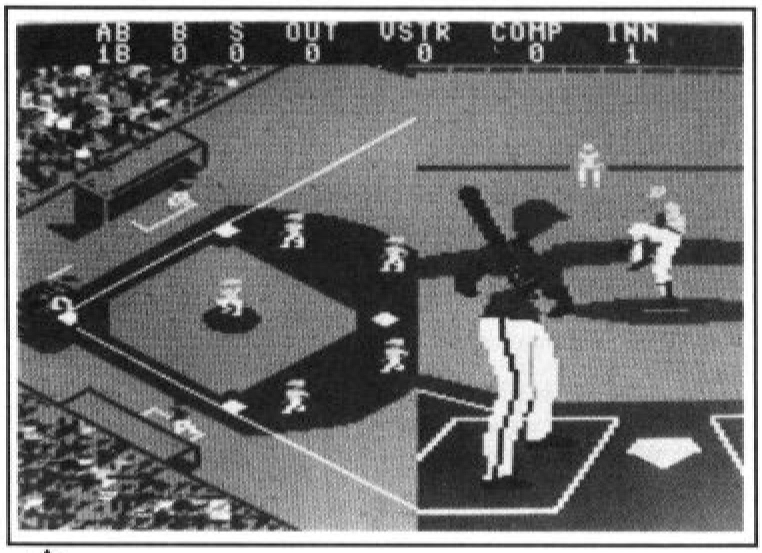
When in bat for the first time, the only description I can give of the experience was humiliating. There are only really two types of strokes you can do. A bunt, which is holding out the ball so it hits the bat and rolls away, or (and most people will choose this . . .) the slug, swing the bat backwards and then forwards in an attempt to hit far and possibly go for that all important HOME RUN! As you can probably imagine the slug is fairly hard.

I didn't quite make such a dog's dinner of the fielding. I say 'quite' in the broadest possible sense as I wasn't exactly baseball's Viv Richards. The fielders are set out in a similar way to rounders one on each of the four bases and others scattered outfield. Your first task is to pitch a ball so the batsman doesn't slaughter it out of the park, this isn't too hard against a feeble human, but all 64K of the Commie's memory banks seem to be concentrating on that vital home run. Once the ball is hit you must then move one of your outfielders to return it or, if possible, catch it. You must attempt to throw the ball to the appropriate base, and either get him out by tagging him between bases or throwing it to the one he's running to before he gets there.

Accolade not so long ago brought what was very close the perfect baseball sim.

I'd have to say this one will only be wanted by baseball freaks on a rainy day. So take a rain check.

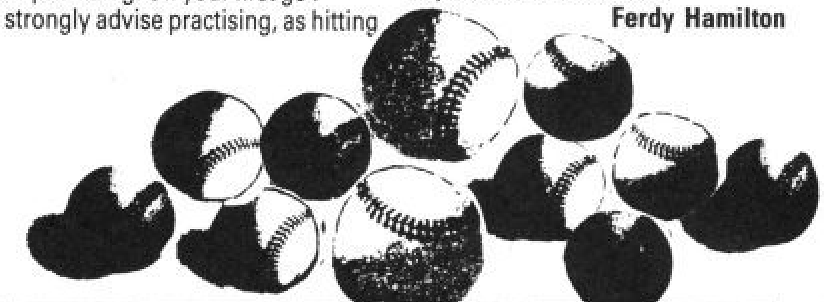
Ferdy Hamilton



The pitcher looks mean this time.

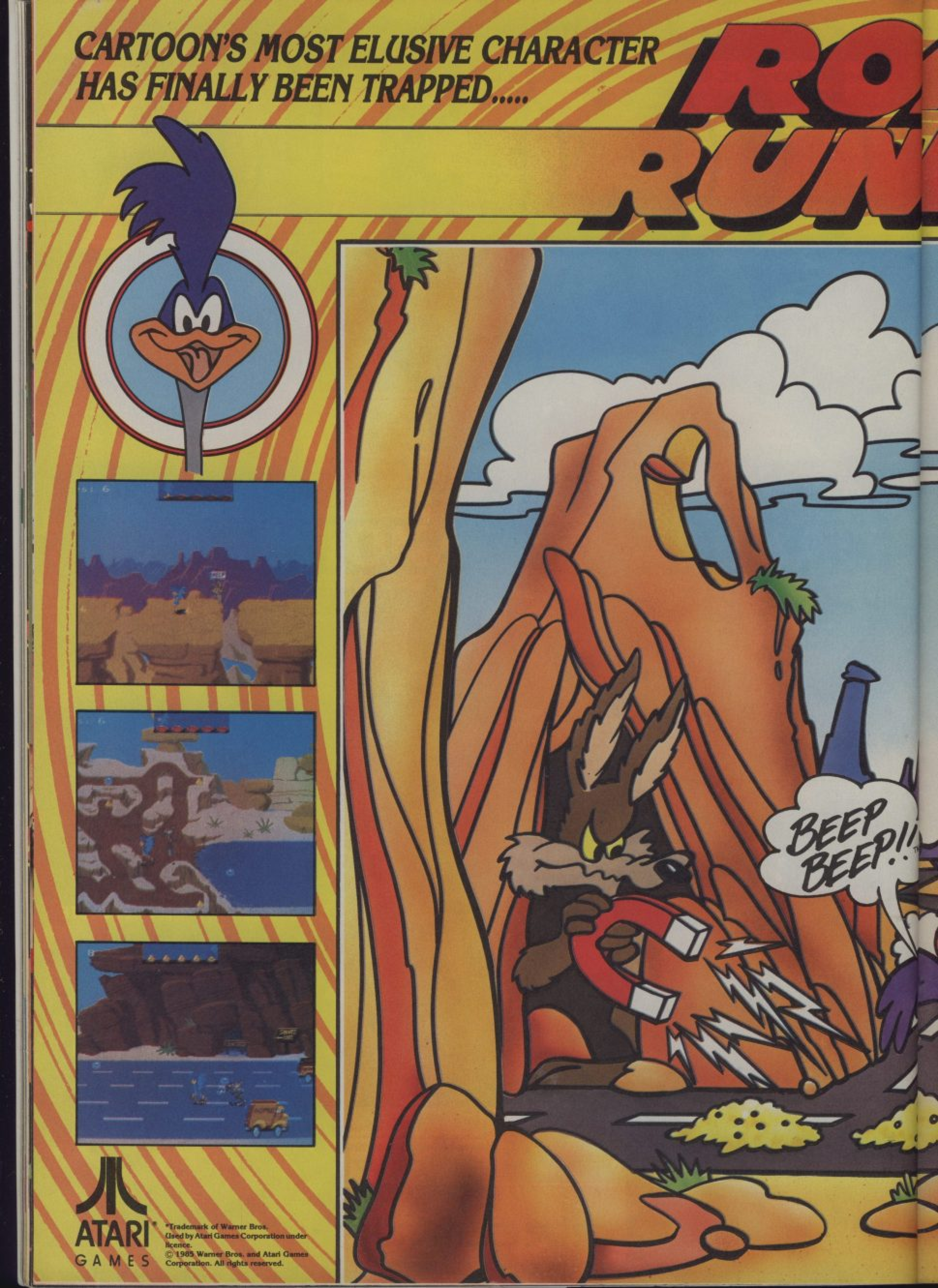


The home side are losing but — as they say in the US. "The opera ain't over till the fat lady sings."






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OAD NER*

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Young or old, whatever your age everyone enjoys the antics of the cunning Road Runner as he baffles and bemuses poor Wile E Coyote. Or does he?...

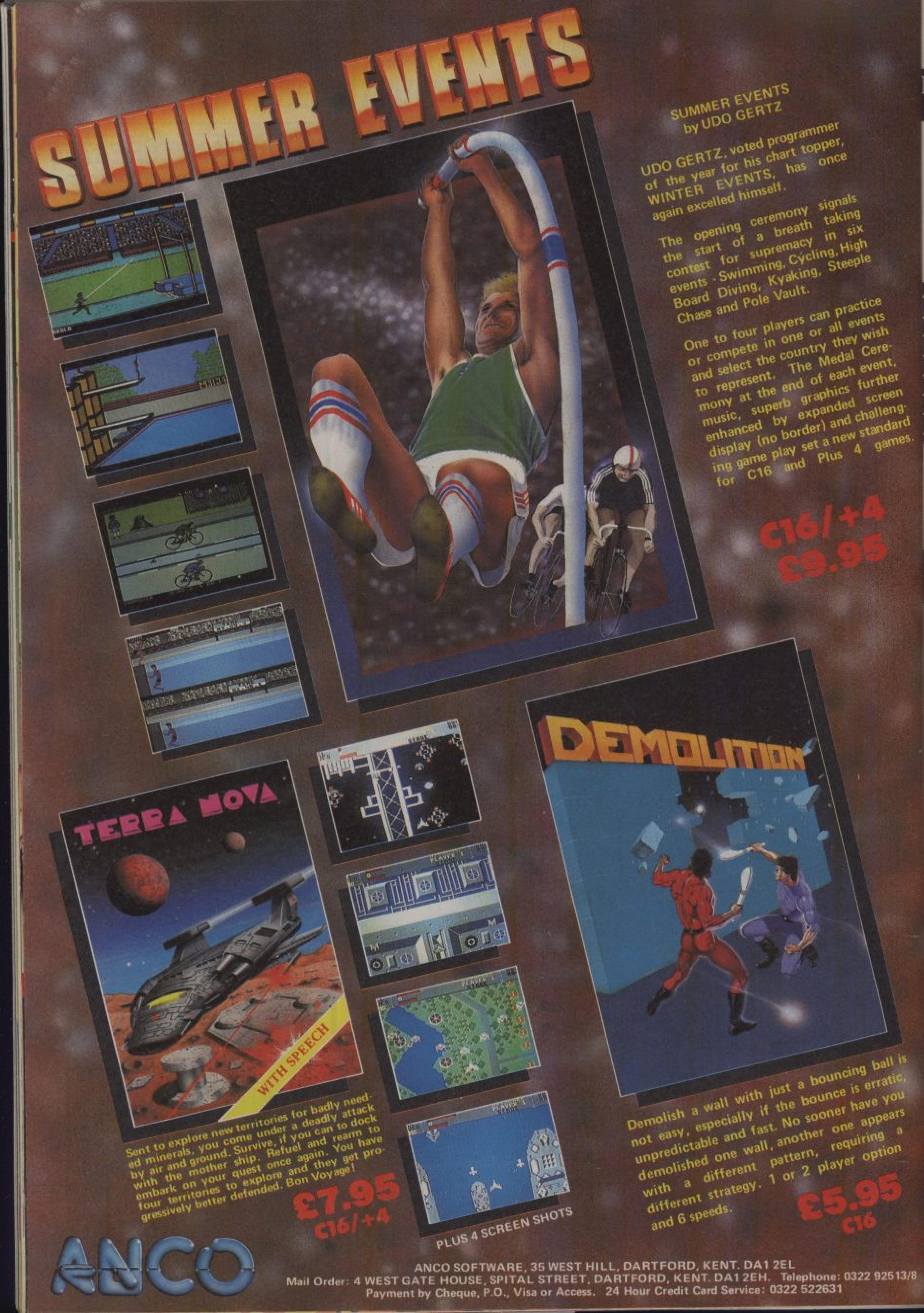
This is your chance to really find out as you take on the role of Road Runner in this comic, all action extravaganza that recreates these nail biting chases and the fast moving excitement to perfection. Speed through canyons and along the highways following the trail of birdseed left for you to feed on (is this the first trick???) Dodge your way round the onrushing trucks keeping an eye out for the perilous mines and feather ruffling, leg busting oil slicks. What dastardly plans has the sleazy Wile E Coyote got in store for you as he lurks in hiding, cowardly awaiting his moment to enjoy a succulent roast of "Road Runner and French Fries".

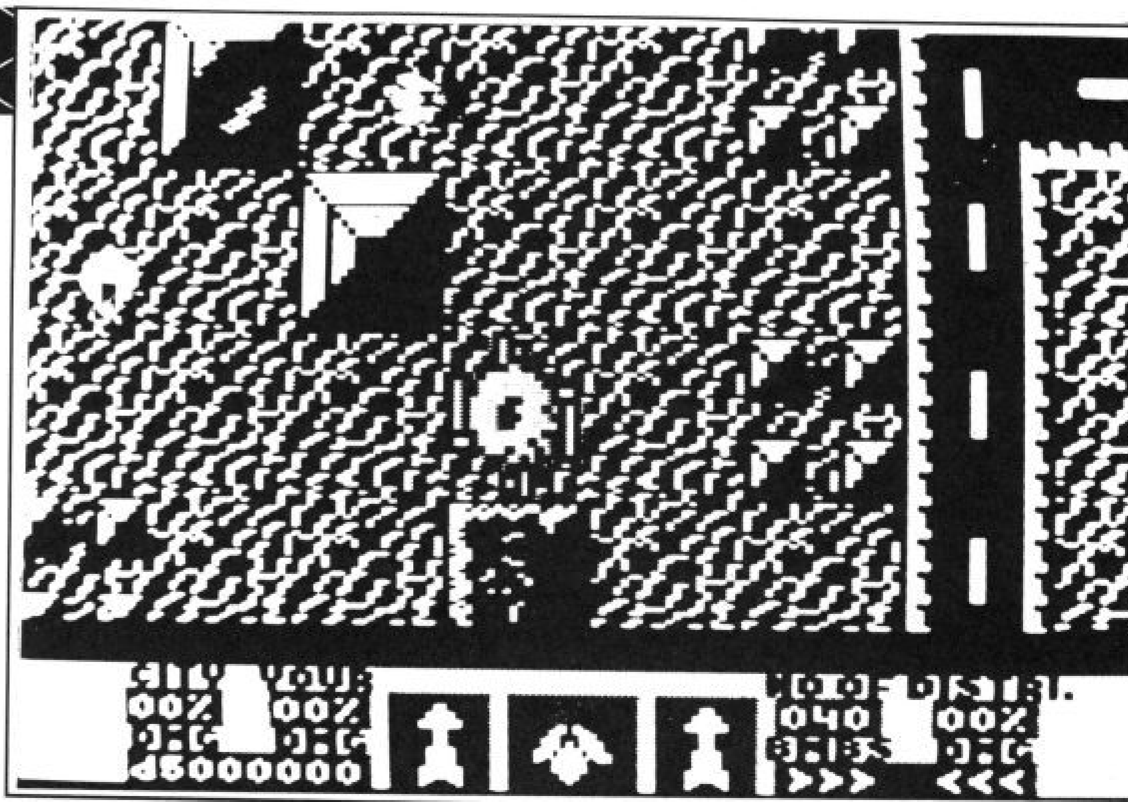
We're sure you'll overcome all the dirty tricks he can throw at you with ease, agility and grace and a haughty "Beep Beep". Overcome them that is if you've got nerves of steel, the reflexes of a wildcat and the speed of the fastest bird on two legs, otherwise its sorry, goodnight and "Burp Burp"!!!

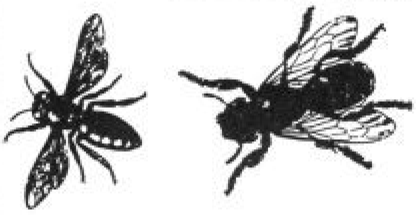
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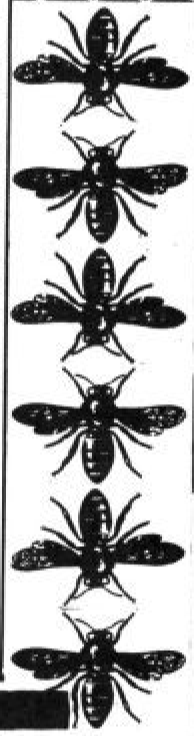
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AMAUROTE

64/128
Mastertronic (MAD)
Price: £2.99



Yet another offering from Mastertronic's MAD label, unfortunately it's a bad one. Why? Well the sound's nice, so are the graphics, but the gameplay, well, that's another kettle of bees. Why bees? Well let me explain . . .

You are the only surviving member of the Amaurote Royal Army. Bet that surprised you. In fact instead of being your standard computer hero you're the opposite, you only survived because of a yellow streak the size of a 3 foot banana running down your back. Anyway the kindhearted Amaurote Government have supplied you with an Arachnus 4 armoured car capable of firing anti-anything bouncing bombs, which is pretty nifty, the only problem being you can only fire one bomb at a time which often means a long wait, as the bombs are still active after they have left the screen. The Government has also given you a grant totalling to $5,000,000 and they want the change back, the tightfisted old so and so's. And what is all this in aid of? Well Amaurote's cities have been taken over by giant bees and you have to rid the planet and her lands of these insectoid foe.

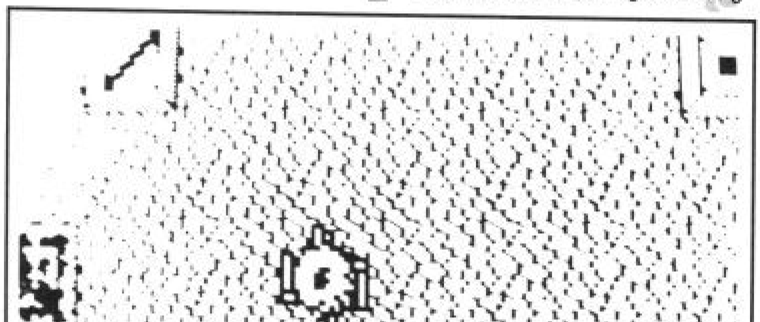
You start the game with a map of Amaurote's cities with our car slap in the middle. You can then muck around a bit until you decide on a city, which, if you wish to continue, you must enter.

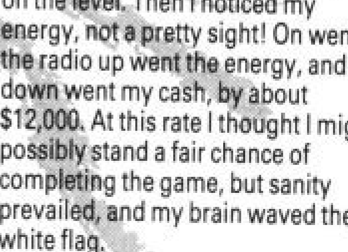
The first thing about the city, is that it is deserted, which is strange, I was under the impression I should be mauling my joystick while wading kneedeep in bee guts. After about ten minutes it sank in that the person who wrote the text in the game inlay was either the worst liar in the known universe, or I had overlooked something in the instructions. It turned out that I had in fact overlooked something in the instructions. I actually had a scanner! Wow maybe I'll be able to find a huge concentration of bee's and get down to some critical killin'. I thought. I followed the directions as stated by the scanner, and to my amazement, I found a bee. I use the singular, because that is exactly what it was one single solitary bee. Ho hum, maybe I'll go after the queen, after all she should be the hive of activity.

So off I went, found a bee in a black box, called up a supa bomb via the radio which is the only added extra on your car, fired and up went the queen. Is that it? So I continued until I had disposed of all the remaining six-legged nose stingers on the level. Then I noticed my energy, not a pretty sight! On went the radio up went the energy, and down went my cash, by about $12,000. At this rate I thought I might possibly stand a fair chance of completing the game, but sanity prevailed, and my brain waved the white flag.

Lovely atmospheric music which restarts after every use of the radio, nice graphics, but not much in the way of gameplay. Perhaps you should do something else while it's on.

Mark Patterson







Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

5
Overall

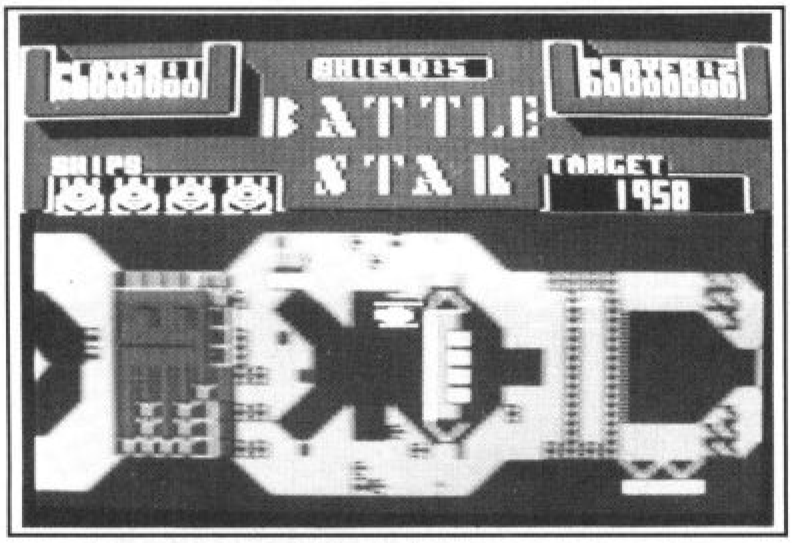
BATTLESTAR

C16 and Plus/4
TYNESOFT
Price: £7.95/cass

Well, well. Those wiley old dogs at Tynesoft have gone and done *Uridium* on the C16. And it's not half bad you know. In fact, I'd go so far as to say it's the hottest May game since records began.

Do I really need to tell you about *Uridium*? It was released on the C64 last autumn (a pretty cool time in the software charts) and was so brill it was no less than a CU Screenstar, nuff said.

▼ ***Uridium* comes to the C16.**



"Battlestar", it says here, "is sophisticated combat zapping game — the best yet seen for the C16 and Plus/4". I'd go along with that. There's more, "Whilst on patrol over the watery planet Nuljai" (sounds like some kind of gel for mouth ulcers) "you encounter an alien construction ringing the planet".

The "construction" is the work of the evil Cyfrots (sounds like a brand of over-ready crinkle cut chips that are golden brown and crispy yet melt in your mouth). The Cyfrots are out to steal the water from Nuljai, and the giant construction is in fact a cosmic water tank in which they plan to transport the life-giving liquid back to their home planet Bonjela (it's not actually called Bonjela — I made that up).

The construction is pretty huge by C16 standards. It occupies 100 screens and forms the backdrop for the action, scrolling supremely smoothly across the screen as your patrol fighter cruises in either direction.

The object is to fly from one end to the other, a task which would be all the more easy were it not for the alien bombs which zigzag their way towards you.

While you are keeping an eye open for the bombs you might also have a go at avoiding the water pulses. These are stationary as they are attached to the construction, but there are lots of them and often their tactical alignment makes them difficult to avoid.

Bombs and water-pulse mines can be dealt with by a quick (or long, depending on what kind of mood you're in) blast on the ubiquitous laser gun. If you don't blast them or get them out of the way you can kiss goodbye to anything between one and all of your five shields.

The biggest problem of all, however, is the construction itself, or to be specific, the encasements. Encasements are bits that stick up from the surface of the construction. Graphically, like the rest of the game, they are superbly done. The structure looks like a giant 3-D metallic spacecraft from which project the encasements, casting a shadow over the background.

As you gaup in silent admiration at the beauty of it all you will smash

FRENESIS

C16 and Plus/4
Mastertronic
Price: £1.99



Is Tony Takoushi a two hit wonder? His previous C16 games, *Hyperforce* and *Starburst*, were hot stuff, so I had high hopes for *Frenesis*, but I have to say it's more than a bit disappointing.

Frenesis features the same eye-boggling psychedelic graphics which owe much to the great guru Jeff Minter as its two predecessors. The gameplay has the kind of neanderthal simplicity that makes noughts and crosses look complicated. A cross occupies the centre of the screen running right the way across from top to bottom and left to right.

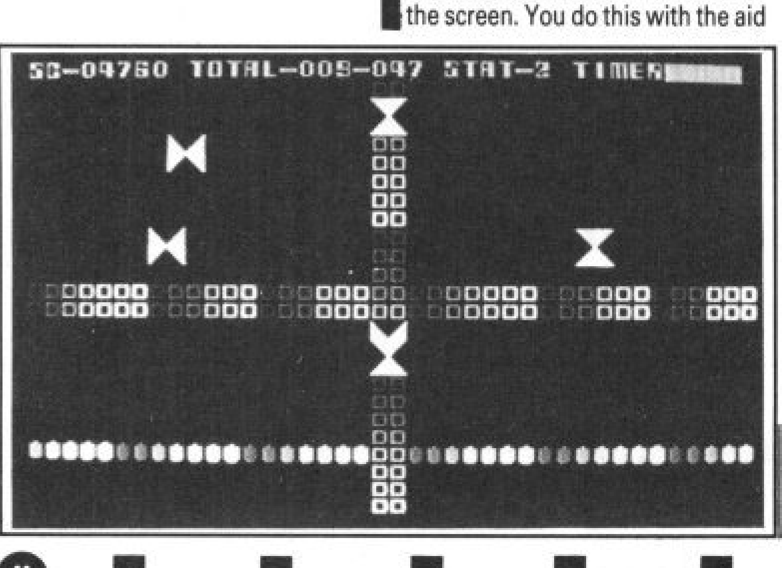
You must protect the cross from waves of attacking aliens which scream towards it from all sides of the screen. You do this with the aid of a long bar called a Statron, which, I seem to recall made more than a fleeting appearance in Takoushi's other games.

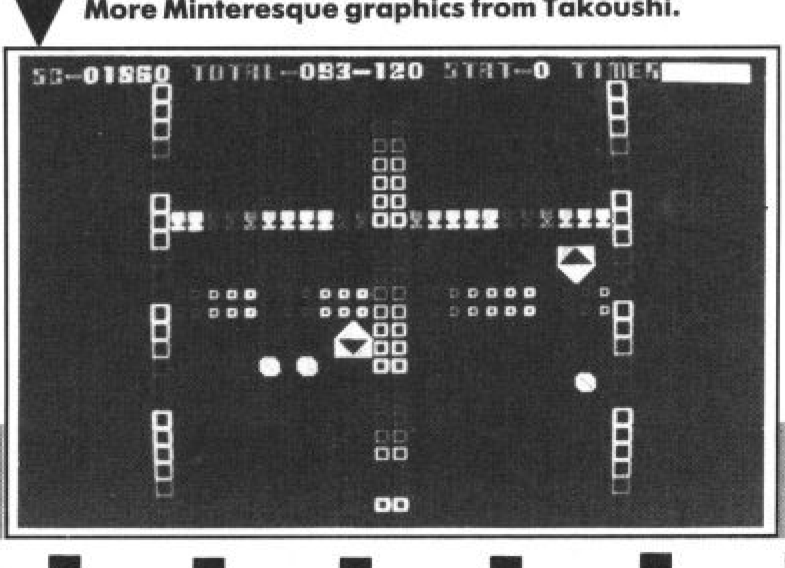
The Statron bar is composed of pink arrows which scroll in the direction of travel. So if you move it across the screen from left to right the arrows point right. That's quite important because the Startron will only destroy aliens if the arrows are facing opposite their direction of travel. So if you push the joystick up, the arrows will be facing the top of the screen and you can destroy descending aliens, push it down to get the ones coming from the bottom and so on.

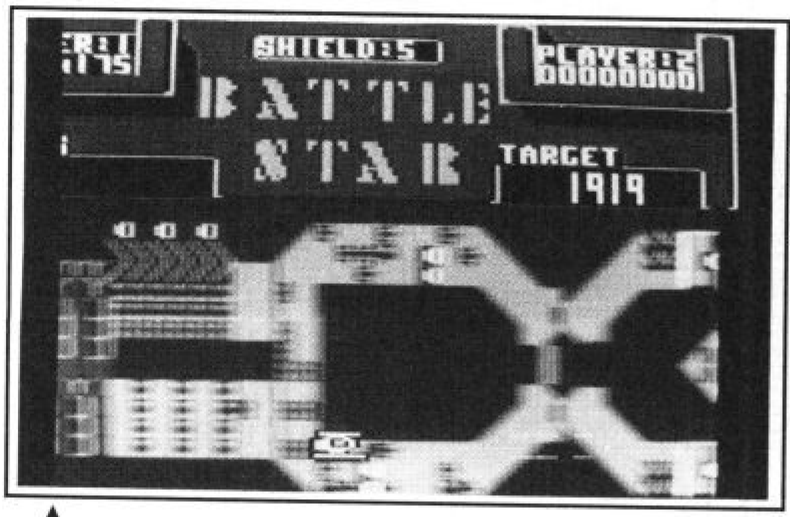
The idea is to wipe 'em all out before they get anywhere near the cross, the reason being that every time that happens a new alien is created. If you let it happen too often, before you know where you are there will be more aliens than you know what to do with, and you can say goodbye to one of your three Statrons.

There are a few frilly bits. Some aliens take more than one clout with the Startron before they lay down and die. On the higher levels things that are called, and look like, plungers make a dash for the cross. If they make it, that's another two aliens to deal with. Smart bombs, of which you have an unlimited supply on the higher levels, destroy everything in sight, but they only buy you time, they don't kill aliens

▼ **More Minteresque graphics from Takoushi.**







Nice shoot 'em up from Geordieland.

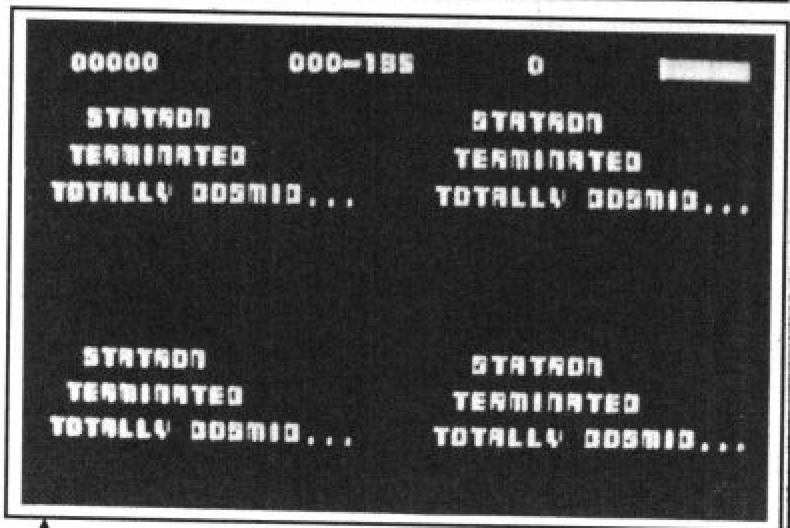
into the aforementioned encasements, lose all your shields and have to start again from the beginning. Good job you get five ships.

Instrumentation provides you with scores (there's two-player option), and the distance remaining to the end — 100 screens equals 2,000 Bonjellan miles. If you get so good that you can go the distance with your eyes closed you can make it harder on yourself both by flying faster and by turning around and gooing back to blast the bits you missed.

Ken McMahon

Graphics
Sound
Toughness
Endurance
Value

8 Overall



Yike! Like what can we say . . .

for good.

That's all I can tell you about it because that's all there is. You sit there shifting the joystick up, down left, right, in an inevitably futile attempt to stop everything in sight reaching the cross, chasing a target number of aliens which is increasing all the time.

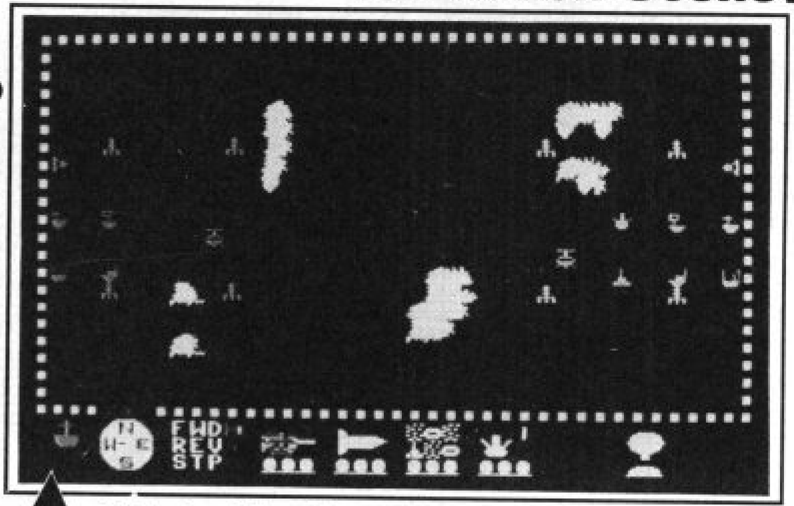
It's frantic (frenetic?) all right. But it's about as interesting as trying to fill the bath with the plug out. There really isn't any point to the game at all. After five minutes or so of actually trying to do sometning intelligent, like anticipate what was coming from where and when was the best time to hit it, I gave up and opted for wiggling the joystick like a looney. To my complete and utter non-amazement this second tactic was much more successful, at least on the first four levels.

Taking this theory a stage further I put the joystick in the washing machine which achieved a high score of 367551. If anyone else finds a domestic appliance that can do better, I'd be interested to know.

Ken McMahon

Graphics
Sound
Toughness
Endurance
Value

4 Overall



"Oil give it four", says Ken.

BATTLE

C16 and Plus/4
Mastertronic
Price: £1.99

The cassette cover depicts battle scenes from the Second World War. Spitfires and Messerschmidts fight it out over the channel, U-Boats stalk frigates, tanks roll relentlessly onwards and men in uniform look tough. all of which is very strange, because the game has nothing whatsoever to do with WWII.

There are these two oil companies you see. Both of them are after the last deposits of oil in the North Sea, I guess the game is set in the future — next year sometime perhaps. Oil being what it is these guys are pretty keen to get hold of as much as they can, which means doing some serious damage to the opposition.

The serious damage entails the use of warships, submarines, helicopters, planes, rockets, guns, torpedoes and depth charges. The general idea is to blow the opposition out of the water so you can have the oil all to yourself — a suitably realistic political scenario.

If I was unkind I might say this was like battleships only not as good. it's like battleships only not as good. The screen shows a map with the positions of your four oil rigs and the military hardware at your disposal — four ships, two subs, a plane and a helicopter. Enemy positions are also shown — you can play a friend (an enemy?) or the computer.

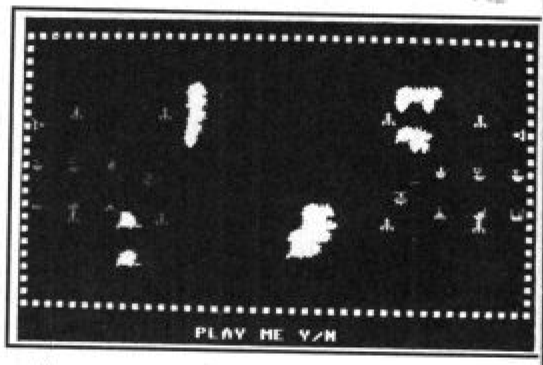
There are two phases to the game, input and action. During the input phase, with the aid of some fairly crude and difficult to understand icons, you enter all your move information. This includes details for each ship, sub, plane and helicopter. Where you want it to go and whether you want it to fire at anything are the two most important factors. When both players have input all their moves the game moves to the action phase where the commands are carried out.

This is nothing spectacular. The screen is updated — everything moves one square in whatever direction you told it to. Any firing instructions are carried out and if anything is hit it is removed from the screen. A window at the bottom plays out a little animated scene of a helicopter, plane or whatever getting it in the neck whenever a direct hit is scored.

Battle is not a bad game, but it is certainly a bit tame. It needs something to liven up the action a bit, I found myself nodding off after about half an hour. if you play battleships in the free time between building Airfix kits you'll think it's brilliant, otherwise its a bit of a downer.

I can think of two ways of improving it. Playing with a friend rather than the computer is definitely the thing to do. It's also more fun if you try to destroy your own oil rigs and blow up your own ships. The winner could be the first person to achieve total self-annihilation.

Ken MacMahon



Battle — not so slick.

Graphics
Sound
Toughness
Endurance
Value

4 Overall

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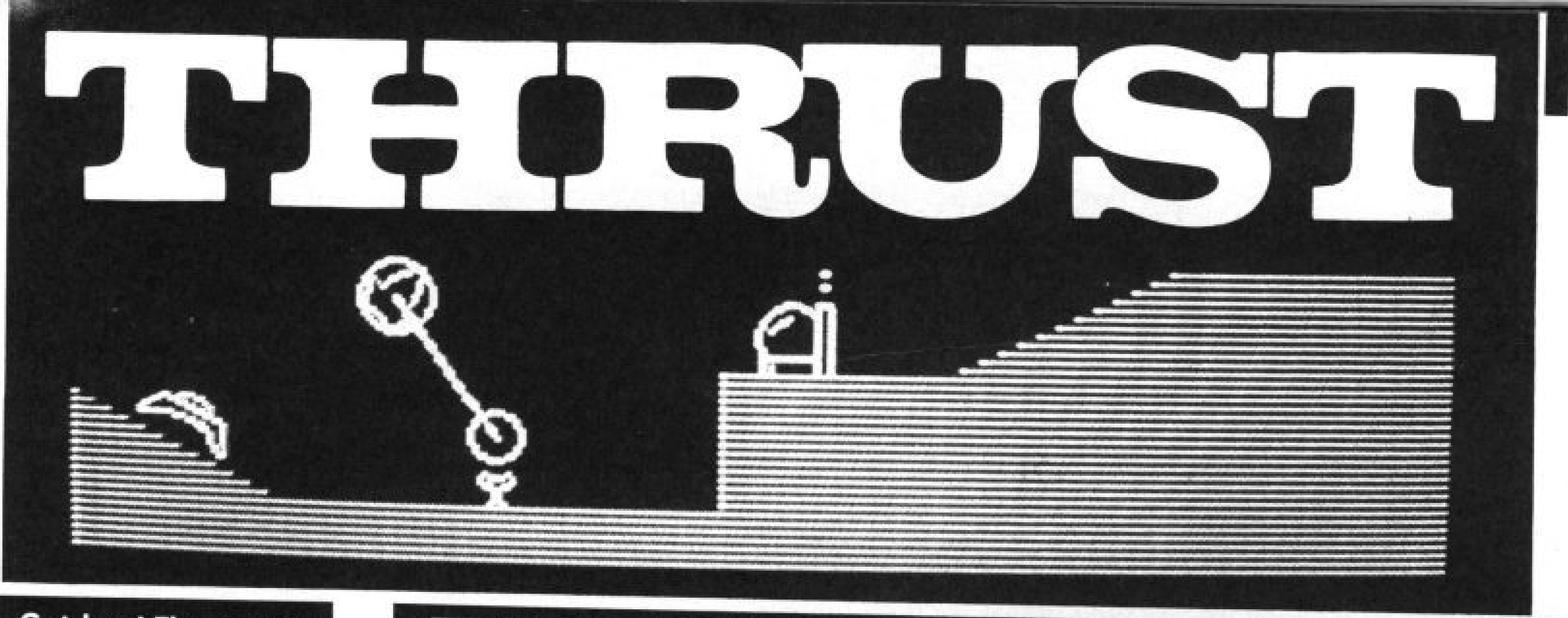
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▲ **Gotchya! The energy pod is nabbed, now scarper.**

• THRUST

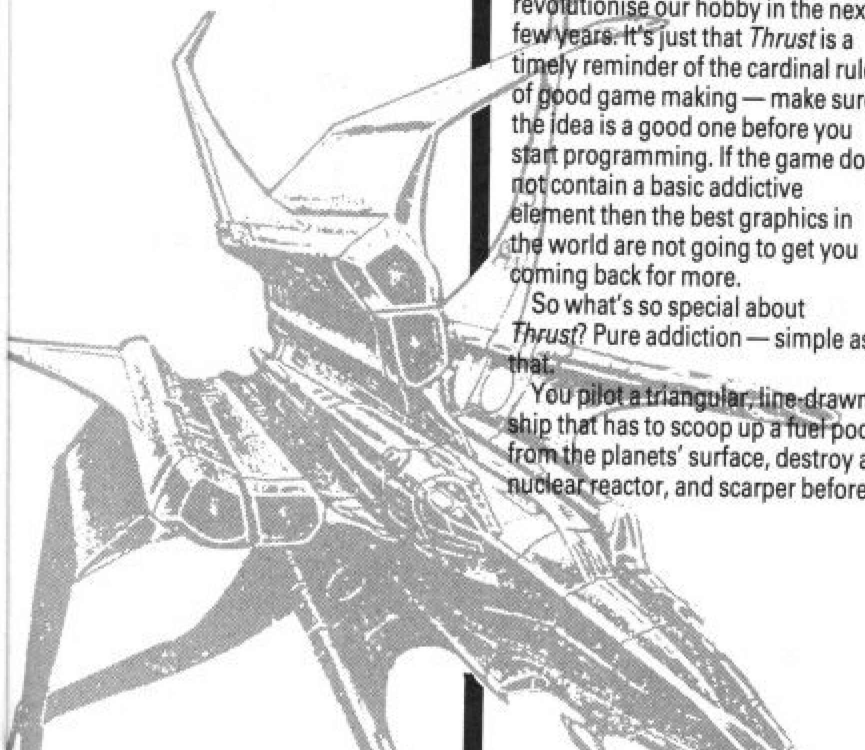
C16/Plus 4
Firebird
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Thrust is living proof that you don't need one of the new mega-fantastic all singing all dancing 16-bit machines to make a good computer game.

Don't get me wrong — I'm not putting down the technological break-throughs that are going to revolutionise our hobby in the next few years. It's just that *Thrust* is a timely reminder of the cardinal rule of good game making — make sure the idea is a good one before you start programming. If the game does not contain a basic addictive element then the best graphics in the world are not going to get you coming back for more.

So what's so special about *Thrust*? Pure addiction — simple as that.

You pilot a triangular, line-drawn ship that has to scoop up a fuel pod from the planets' surface, destroy a nuclear reactor, and scarper before the core blows and the planet is destroyed. If that sounds easy believe me it is anything but.



What gives the game its challenge is the method of controlling the space ship. It has a momentum produced by the planets gravitational pull. When you pin the ship to the right it drifts in that direction — left and vice versa. A slight push of the thrust button and the ship surges forward in the direction that the triangular ship is facing.

It is this 'thrust' orientated ship contol that gives the game its uniqueness and its name.

Manoeuvring the ship is a challenge in itself — but once you start picking up the fuel pods, spinning the ship to take out the guns that are straffeing you and blasting the nuclear reactors the real fun begins.

Grabbing the fuel pod makes life more difficult still. The pod is attached to your ship by a long wire — ball and chain-fashion — which swings around as you attempt to thrust pulling your ship in all sorts of directions.

Things soon get tough if you successfully complete the first mission. On level 12 the pod is hidden in a cave that you have to negotiate — taking out the guns that guard it. Both fuel and time are limited — so you need to become a real master of the controls if you are to be successful. The key to *Thrust* is to keep your 'thrusts' to a minimum as each stab on the key uses up valueable fuel. It is infuriating when you have almost completed a mission and are about to make good your excape to fall to the ground, thrusting furiously, only to discover you have run out of fuel. Thump space for another go.

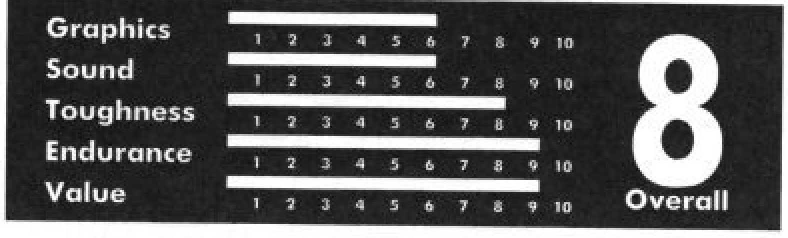
Thrust was an enormous hit on the 64 last year — one of the best selling budget games of 1986.

Its graphic simplicity should have made for a successful conversion and in fairness the basic quality of the game is here. The regrettable thing about C16 *Thrust* is the flicker particularly on the harder levels. I won't hark on this too much though as I still found it difficult to put down.

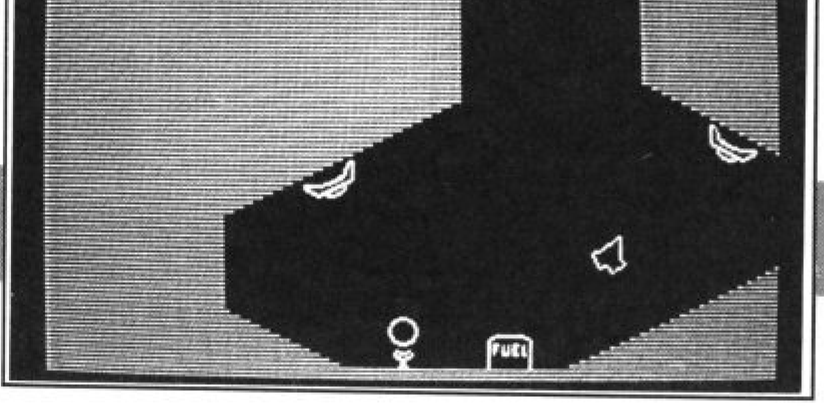
The sound effects are competent — nice quick fire sounds as you pummel the nuclear reactors and good retro rocket type noises as the ship powers forward.

Thrust will infuriate and entertain you. I thoroughly recommend it. At £1.99 it contains many hours of gaming fun for a wet English Summer.

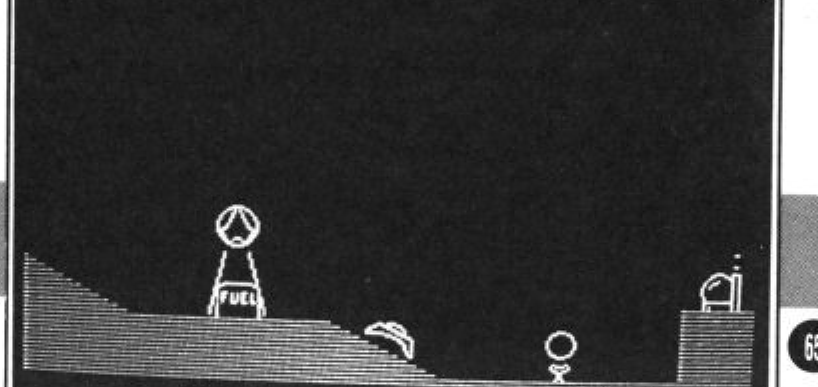
Eugene Lacey

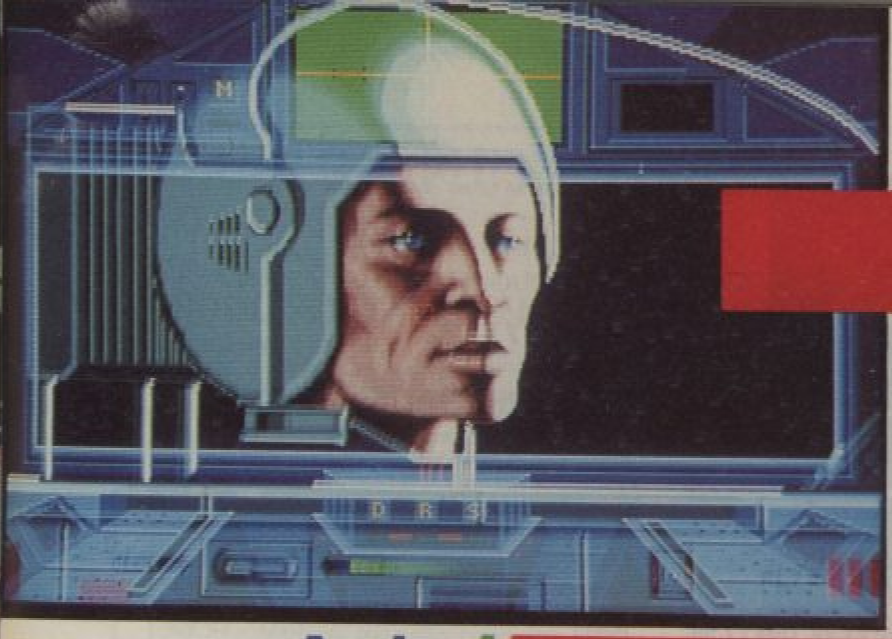


▼ **Level II — those two guns will have to go for a start.**

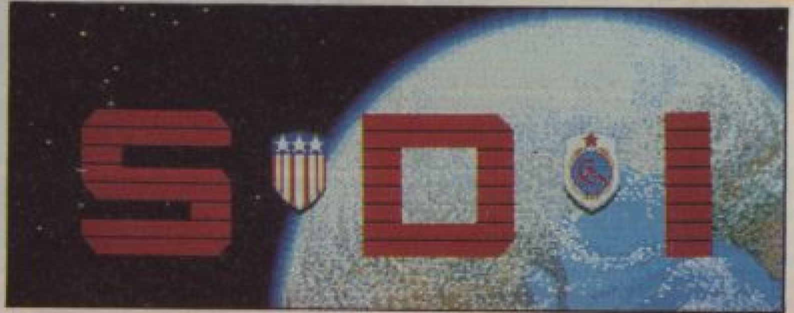


Beaming up the fuel — fairly essential stuff it is too on the later levels. ▼





Sloan, all round good guy in his Range Rover.



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S.D.I



The year is 2017, the Americans and the Russians have almost become good friends and they are about to rid the world of nuclear weapons. What future is there for computer combat games?

Fortunately, the scenario in S.D.I, the latest release from Master Designer Software is not so bleakly optimistic as this. As any decent, law-abiding American can tell you, the Commies are not to be trusted. A gang of "ruthless KGB fanatics" stage a coup d'etat in the Soviet Union and in their crazed, bloodthirsty minds lies just one ambition: nuke America!

Some of us may applaud this noble undertaking and would find it most rewarding to engage in a computerised destruction of the US of A. Not this time, however. This is an American game, after all. Instead, the lucky player finds that he is one Sloan McCormick, Captain of the US Orbital Marines whose duty it is to blast the KGB rocket fighters out of the skies with his advanced particle beam weapon (his what?). Having accomplished this small task, the versatile McCormick must then repair the American Strategic Defence Initiative satellites, dock with friendly US and Soviet space stations and, because he's that kind of a guy, rescue his Russian lover, the beautiful Natalya Kazarian, from a "barbaric KGB torture squad". What a guy!

Putting aside, if one can, the grubby little plot to this game, it must be said that S.D.I plays very well indeed. The graphics are stunning — at least as good as previous Cinemaware releases — with some of the best animation sequences I have seen on the Amiga. The sound is no less excellent. As well as the standard theme tune, game has a sampled stereo simulation of a space-craft passing from one side of the screen to the other.

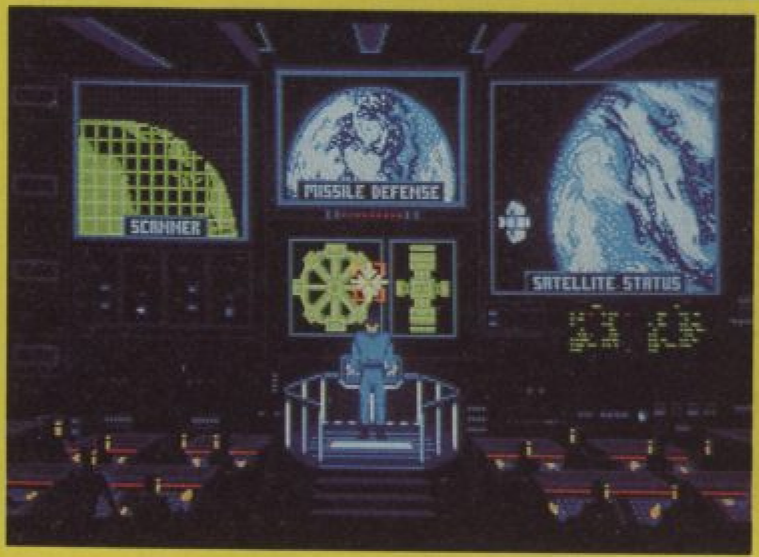
Control is administered by joystick and mouse and it handles well. The sense of moving through space is quite convincing, while a challenging degree of dexterity is required to destroy the KGB fighters. I did feel that the joystick was inadequate in the docking sequences however. Here the mouse would have given greater manoeuvrability and more of a sense of the difficulties such an action requires.

The final sequence, a shoot-out with more Russians than there were on the set of "War and Peace", should satisfy the blood-lust of even the most Ramboish players. S.D.I is a likeable game in that it is varied and challenging. Better still, it looks and sounds great (I particularly like the scenic graphics of Moscow and the Kremlin). On the negative side, the politics behind it stink. With Messrs. Gorbachev and Reagan attempting to come to some sort of agreement on limiting nuclear weapons, we hardly need gung-ho nonsense like this.

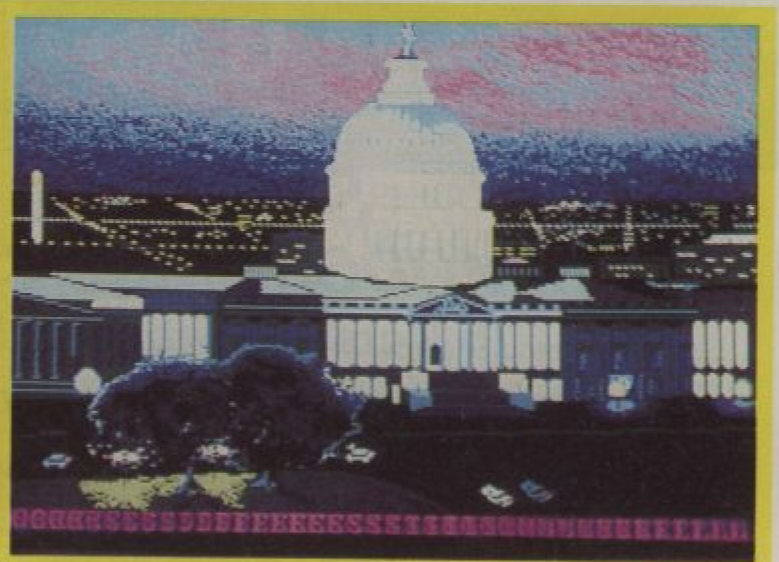
S.D.I is a bit like the film Top Gun; it's a treat to look at, but ideologically it's phenomenally unsound. And at the price its economics are pretty dodgy too.

Francis Jago

The control centre



Pretty — shame about the price







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AMIGA COMPO

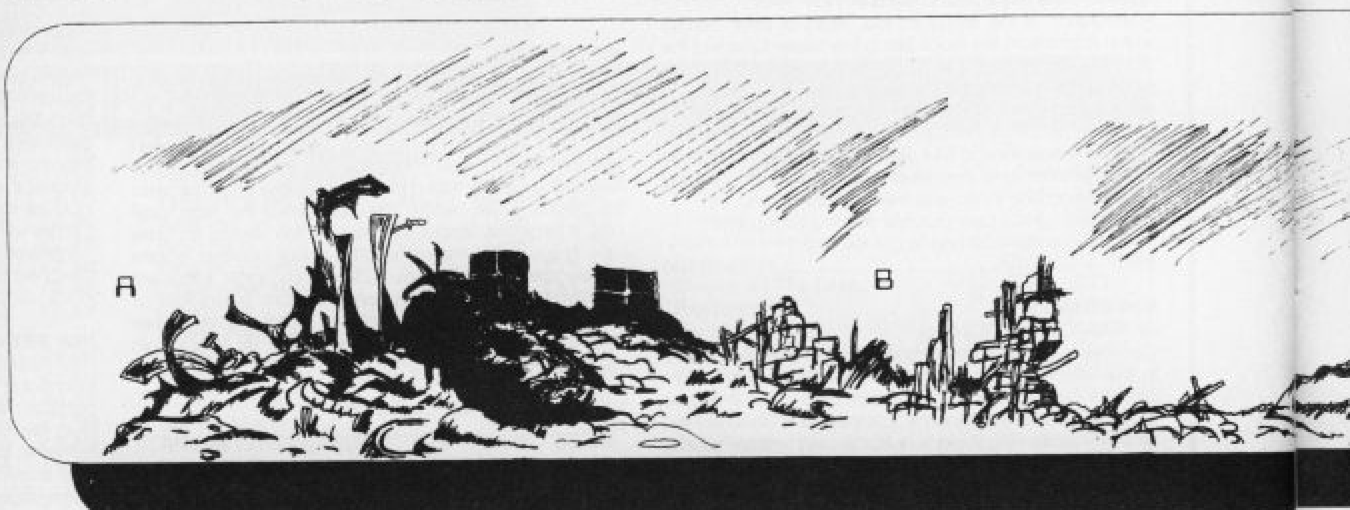
The standard and quality of entries for the Amiga competition was staggering. We said there could be only one winner for the dream machine, but two of you pushed the winner so close we thought it only fair to give you a CU goodie bag each.

1st Prize;
Stephen Thomas
Stockton-on-Tees
Cleveland

Runners up:
Adrian Sack
Froxfield, Hants.
(Fist II)

W. Cluney
Holywood,
Lo Down.
(F-15 Strike Eagle)

RESU



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MEET THE TEAM

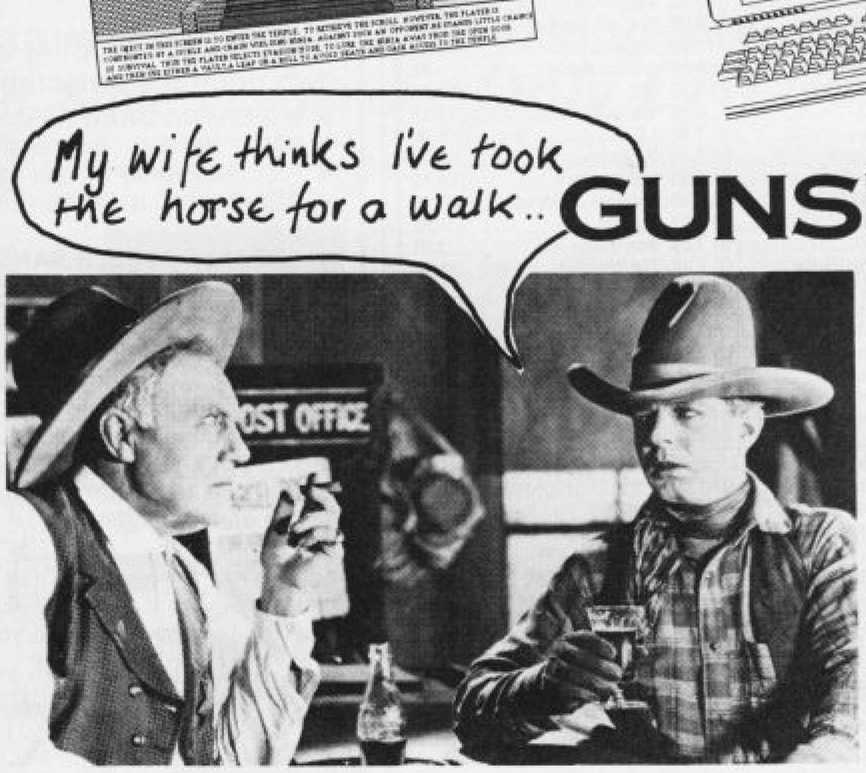
We asked you to make a case for a conversion of an arcade game. Entries were of the highest standard but eventually we decided the winner was Mark Donaghy, of Adlington, Nr Chorley in Lancs.

Here's why:

"The game I would pick to be converted is *Out Run* by Sega because it's the only game in which I can take my girlfriend for a spin without getting caught by the police for being underage!"

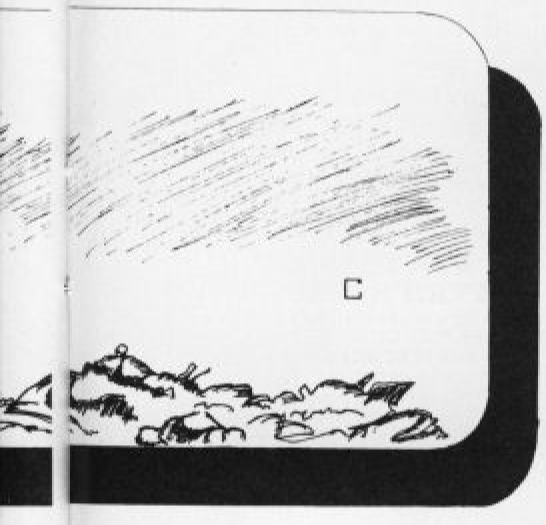
Mark wins a super day out in the capital city for two. As well as meeting the CU team he will also see the sights, enjoy a slap up meal, see a show, and then sleep like a babe in a top London hotel — and all on the Ed.

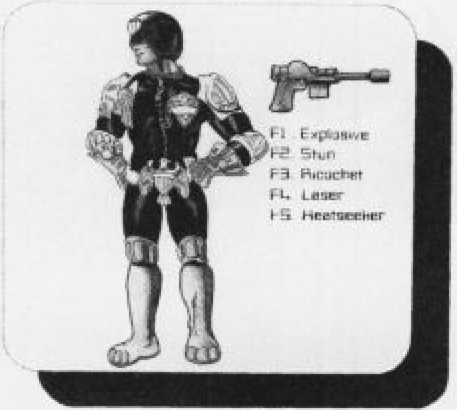
GUNSLINGER COMPO



Thanks to all cowpokes who thought they was smart enough to give the boys over here at CU a good laugh. We boiled the witty varmints down to three in the end. One that nearly took the prize was "You mean I've come all this way and there's no Gauntlet machine?" But in the end we gave the Levis to Neil Allen of Hull.

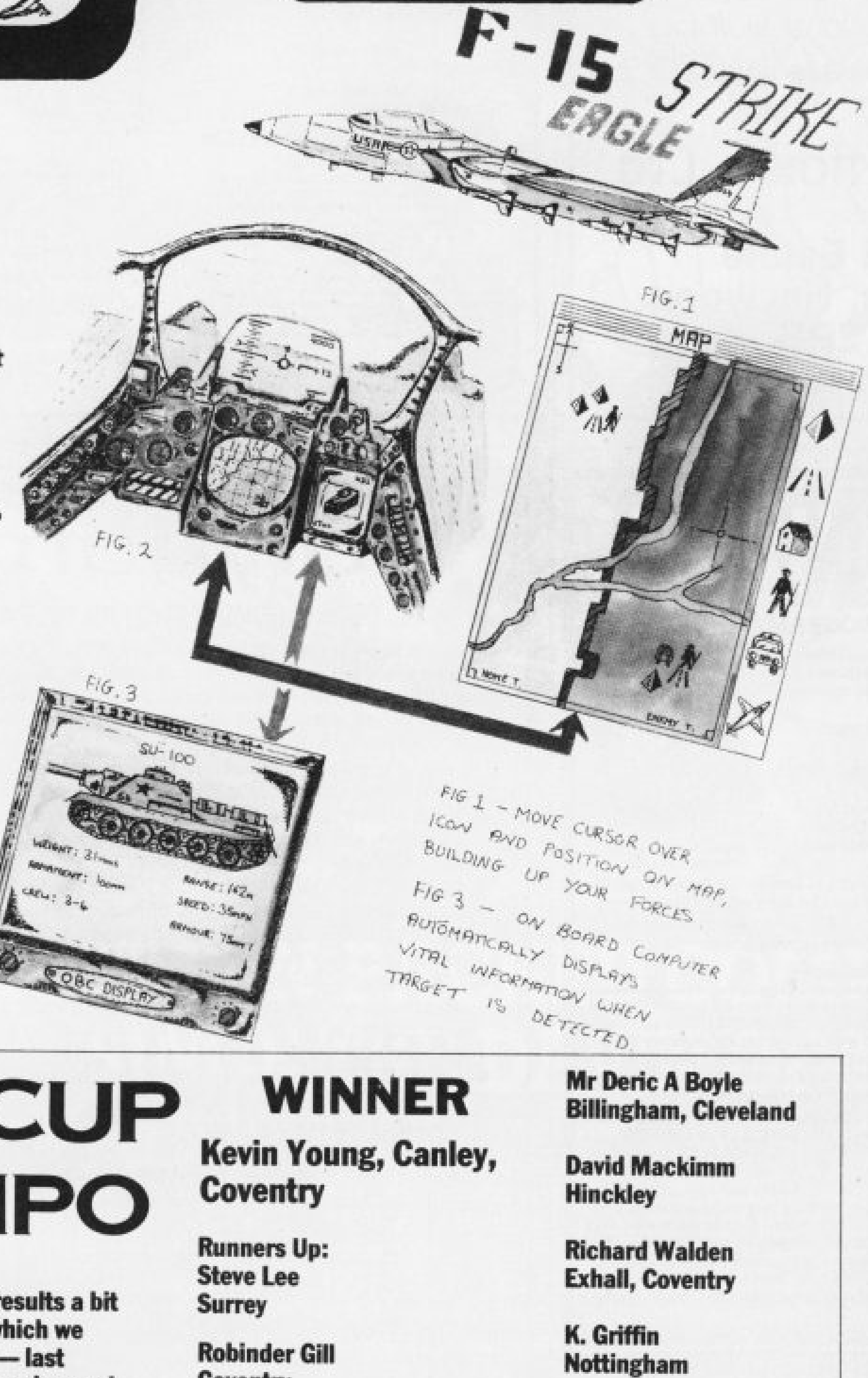
ULTS





The only realistic part to the game was the way you could change the type of bullet you use. The graphics for Dredd on the 64 were good but the resolution and animation could make it a carbon copy of the comic strip.

he final part of each level
has you battling an arch
villai n you could use the
lawn nester or a special bullet
on t these screens.
n th e end though whatever
gam e you transfer from 64
to A MIGA will always be
BE TTER.



F.A. CUP COMPO

We've printed the results a bit late we know (for which we heartily apologise — last month's results were dropped through lack of space) but that didn't stop seeing the Wembley final. Runners-up receive footballs and copies of Brian Clough's Football Fortunes.

WINNER

Kevin Young, Canley, Coventry

Runners Up:
Steve Lee
Surrey

Robinder Gill
Coventry

Gary Lovatt
Oxley W. Mid.

Mark Hall
Harrogate. N. York.

Mr Deric A Boyle
Billingham, Cleveland

David Mackimm
Hinckley

Richard Walden
Exhall, Coventry

K. Griffin
Nottingham

Richard Bull
Halesowen. W. Mid.

Colin Peacock
Coventry

• Winners

MINTER MANIA

1st Prize:
David Conner, Liverpool

Runners up:
Johnathon Grimsey
Portsmouth

Mark Margree
Surrey

Marcus Webb
Kent

Wayne Barrett
Essex

Mark Bradley
N. Humberside

Robert Hoskins
Glos.

Robert Comley
Swindon

Ben Millward
W. Midlands

R Paton
Nairw, Scotland

Steve Lawler
W. Midlands

BURGER BONANZA

1st Prize:
Andrew Banks
Essex

Runners up:
Robert Macholson
Yorks

James Digby-Jones
Surrey

Richard Sykes,
W. Yorks.

Ben Nurding
E. Sussex

John Macshane
Kent

Steven Daily
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WONDER BOY





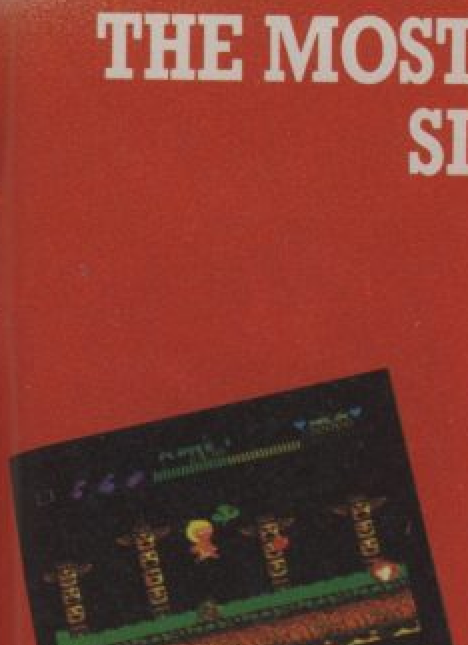


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INTO THE VALLEY

FRANKENSTEIN

GrA
CRL Ltd
64/128
Price: 7.95 Cass

Horror and violence in films and on TV is thought of as a phenomen of our own times, and the cause of many social problems. Yet the novels of the last century were at least as horrific and violent, and with as much descriptive detail as anything you are likely to come across from the present day. Rod Pike's latest excursion into the realms of horror, proves this beyond doubt.

After his outstanding success with *Dracula*, Rod has applied the same formula to Frankenstein. Like Dracula, this too, is based on the original book, written some hundred or so years ago by Mary Shelley.

Dr. Frankenstein played at God, and collected a set of spare bodily parts — only the best, you understand — from the local charnel houses. Back home, he fitted his grisly jigsaw together, and then breathed life into it. Finding himself facing a huge and ugly being, he fled in terror, leaving his monster to its own devices. It wasn't long before it was terrorising the locality, and murdered the doctor's own sister in a gruesome way.

Don't expect to find the popular image of a bolt-through-the-head moronic monster when you play the game, though. That is not the authentic character of the monster, says Rod. "The tragedy is, that he was big but not lumbering. He was an agile creature, of great sensitivity and intelligence." Not at all like your Hammer horror film.



In the first two parts of this three-parter, you take the role of Dr Frankenstein, intent on tracking down your monstrous creation, with a view to exterminating it. The local populace are grateful for your courage, and treat you as something of a hero, ignorant of your part in his creation, a fact which you kept a secret even from your own father.

You set off from your father's house on a bitterly cold day, and head for the other side of the lake in your search. As usual, Rod has filled the



Blood 'n guts in Frankenstein.



CRL have added animation to certain graphics locations.



adventure with screenfuls of highly atmospheric text, and thrown in a few puzzles to make the story work as a game. But the puzzles are really secondary to the narrative, which tends to drive the game, and so, on occasions, it pays to wait and let things happen.

An encounter with a grizzly, a hair-rasing journey across a lake in a leaky boat, and a constant battle against the cold, take you through part one of this GACked adventure. Rod places the puzzles nicely, so that they fit in between passages of high drama, without spoiling the tension.

Part two introduces a tragic couple, and in a scene full of pathos, you learn the horrific details surrounding the demise of a young man at the hands of the monster you are seeking. And eventually, you see him . . .

An unusual feature of Rod's multi-part games is that it is not necessary to complete one part before proceeding to another. Not only does this give the player access to the game at three points, allowing you to see more of what you paid for if you get stuck, it does save all that tiresome saving and loading of data from one part to another. And to anyone who argues that it spoils the game to come in part way through, I say that is entirely up to you — you don't have to if you don't want to!

But Rod departs from this philosophy in Part 3. No data transfer is necessary, but you do need to know the code word from Part 2 to be able to commence Part 3. And I feel in this case it would spoil the story if you were to rush into the end game without having thoroughly played through to this point.

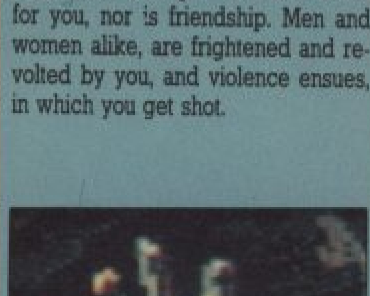
Here you become the monster himself, newly created, and listening and learning. You have to come to terms with the shock of your horrific appearance. You see a couple caressing under a la.np — but love is not for you, nor is friendship. Men and women alike, are frightened and revolted by you, and violence ensues, in which you get shot.



Is this the most horrific use of 64 graphics yet?



Spooky grave yard sets the tone on the title screen.



Wounded and heartbroken, you stagger away in pain, expecting to die — unless you can cure your festering wound. In Part 3, to progress the game you need to watch, listen, and think, to build up your IQ, to survive.

My main criticisms are the slowness of the response, and the vocabulary, which is rather difficult at times. The average adventurer is not above becoming a human thesaurus now and again, and it is true that eventually the right words will be found, without too much difficulty. What irks a bit is that at times of danger, the narrative doesn't forgive you for entering something that is unrecognised, and relentlessly progresses the plot. Thus, getting the right words in a limited number of moves becomes a matter of life or death.

If you like gothic horror, you are going to like *Frankenstein*, the adventure. Rod has again shown that the formula of going back to the original, produces an excellent piece of interactive fiction.

by Keith Campbell

Volcab/parser	8
Graphics	6
Sound	8
Plot	8
Overall	8

INTO THE VALLEY



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VALLEY Rescue

Castle of Terror is an old adventure from Melbourne House, that has some very strange features about it. None more so than a problem that has bugged readers for many months. It need bother them no longer.

The problem is in killing Dracula. Everyone knows that this is done with a stake, of course. In *Castle of Terror*, the stake is formed by breaking the spear. But many players find that once the spear is broken, the resulting stake does not have the desired effect in seeing off old Drac.

A Valley reader calling himself The Elf, has defined the answer. To make sure that the stake will kill Dracula, you must have previously attacked him with the spear. This causes him to turn into a bat, and he flies away. But for some reason, it also ensures the potency of the stake later on in the game.

The Elf runs a free adventure help club, and if you would like to join, merely send an SAE to him at 26 The Gap, Marcham, Abingdon, Oxon OX13 6NJ.

If Caroline Jennison had included her address, I would have gladly replied to help her out of her dilemma in *Quest For The Holy Grail*, just as other adventurers receive help from The Valley. Carline has the shrubbery, but when she goes into the castle, she can't get out again. Look in the clues section Caroline, and you will find the answer!

Martin Maskell is lacking the password to satisfy the Guardian of the Ring in *Ring of Power*. Can anyone help him on the fifth level?

Draculas (the vampires) seem to be all the rage this month. Having finally plotted the demise of the Dracula in *Castle Of Terror*, there is a long queue forming to get rid of a few others!

Helping out with a *Castle Dracula 5* clue (see the clues section) Darryl Laidler of Morpeth says: "At least with that game you know the goal is to kill Dracula! But what exactly is the object of *Ultimate Adventure*?"

"Could you please send me the clues for *Dracula*, as I have given up trying to play," writes M. Potten of Thetford. That is one thing we can't do in the Valley, MP! It's not necessarily that we don't know the answers, it's just that it is not the way Valley Rescue works. We aren't in the business of sending out complete solutions or comprehensive hint sheets.

The system is that you tell us where you are stuck, and we will try to move you along a bit, with an appropriate clue. So don't give up, M. Potten, pour our your troubles to us, and we will do our best! Write to me at The Valley, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, and one of us, that's Daniel Gilbert, Adrian Bott, Paul Coppins, and myself will get back to you.

ADVENTURE CHART

TM	LM		
1	2	Portal	Activision
2	5	Sydney Affair	Infogames
3	4	Silicon Dreams	Rainbird
4	RE	Lord of the Rings	Melbourne House
5	NE	Kobyashi	Mastertronic
6	3	Grange Hill	Quicksilva
7	8	Necris Dome	Code Masters
8	RE	Pawn	Rainbird
9	6	Jewels of Darkness	Rainbird
10	7	Dracula	CRL

INTO THE VALLEY

LEATHER GODDESSES OF PHOBOS:
To trap a trap, camouflage a fragile hole cover, and lure it!

ADVENTURE QUEST:
Let out the wind to dispose of the Djinn.

ZORK 2:
A three-necked collar for a three-headed dog.

KAYLETH:
Swing the rod for a bit of de-zemping!

THE PAWN:
You can do two things with one key, but not in the same game! After quenching a thirst, don't be stumped for light. Primary colours mix to white.

QUEST FOR THE HOLY GRAIL:
Wedge the door by dropping the wedge.

ZORK 1:
For a hellish excursion, ring the bell, light the candles, and read the prayer in the book.

CASTLE DRACULA Adventure 5:
To get down from the wall, make sure you have a flashligh. At the twisty turny bits go N, N, S, S, E, E, W.

INTO THE VALLEY

INTO THE VALLEY

WHERE IN THE WORLD IS CARMEN SANDIEGO?

GrA
Eagle Soft
64/128
Price Disk £19.95

Carmen Sandiego is some kind of a crook. We are not talking petty theft — I mean real world treasures, like Ghandi's glasses, and the whole ceiling of the Cistine Chapel. Here is your chance to come to the aid of Interpol in tracking down and arresting the members of his fearsome organisation.

You start off as a plain Rookie. You are told what priceless article has been stolen, and from what city. That city becomes your first base, where you are able to make your initial investigations, and then relentlessly pursue the fleeing criminal.

Your case starts on a Monday at 9am, and you have until 5pm on Sunday to complete the case — after all, you wouldn't want to be late for work on the following Monday morning, would you?!

So how do you achieve success in this detective game? To start with, I have not been one hundred percent correct in giving the impression that this is purely a game of detection. It is just as much a game of general geographical knowledge. Nor is it one hundred percent an adventure. Input is selected by text-icon with a joystick.

You have four main choices: to list possible destination cities, to depart by plane, to investigate, or to visit Interpol. Obviously you will have to do a spot of sleuthing first, and the Investigate option offers you a choice of three locations, such as a library, bank, hotel, market, and so on.

You can choose any or all of these in turn, and each results in a comment from someone at the scene. Their chat may give you clues on the appearance of the suspect, or to where he is heading next. For example, a bank clerk might say: "He changed his money to Kronur. He had an ugly tattoo on his right arm."

From here, it's straight down to the Interpol office to enter the information about the suspect on the computer. Gradually you narrow down the list of suspects, and only when there is one possible suspect left, will you be issued a warrant for an arrest.

Meanwhile, you may use other clues to decide where to fly from the list of possible journeys. If you follow the correct route, you will eventually catch up with the criminal — but if you haven't obtained a warrant it will all have been in vain, and the case will end without an arrest.

As you take on more assignments, and increase the number of arrests, so you are promoted from rookie to sleuth, and so on, up the ladder to the dizzy heights of Ace Detective. Your rank and number of cases solved is saved on the disk, and so when you come back to the game later, you pick up from where you left off — provided you sign back on as the same character.

The screen is split into four windows. The left hand side displays the current time, and below it is shown a picture of the capital you are in. During an investigation sequence, the picture splits, and reveals a window with icons of the places you can visit to investigate. The right hand side carries the incoming information, and there's some smart animation here, too, when you are hot on the trail of the suspect. Below this the four main option icons are situated.

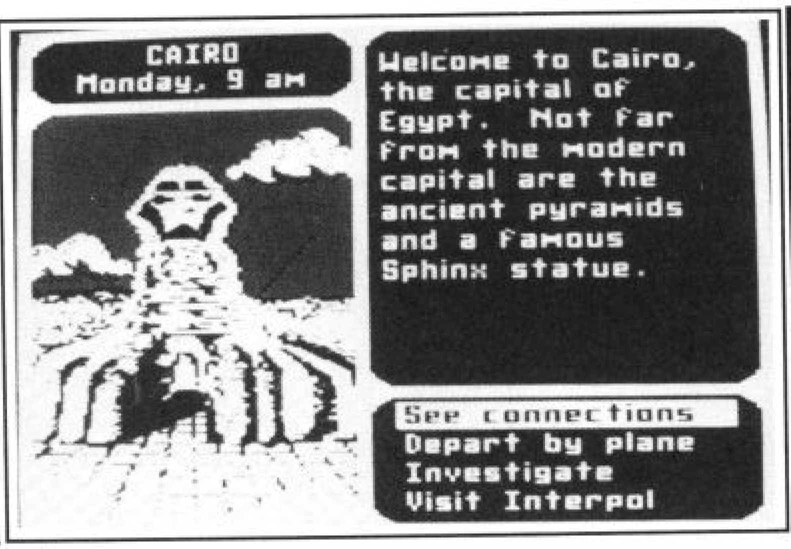
This is an educational game, as well as being fun, and not too difficult. By way of a change, this makes a nice game for an adventurer to relax with. You can actually lean back in your chair, joystick in hand, instead of being hunched up over the keyboard!

Ratings (out of 10):

GRAPHICS:	8
PLAYABILITY:	9
PUZZLEABILITY:	8
OVERALL:	7



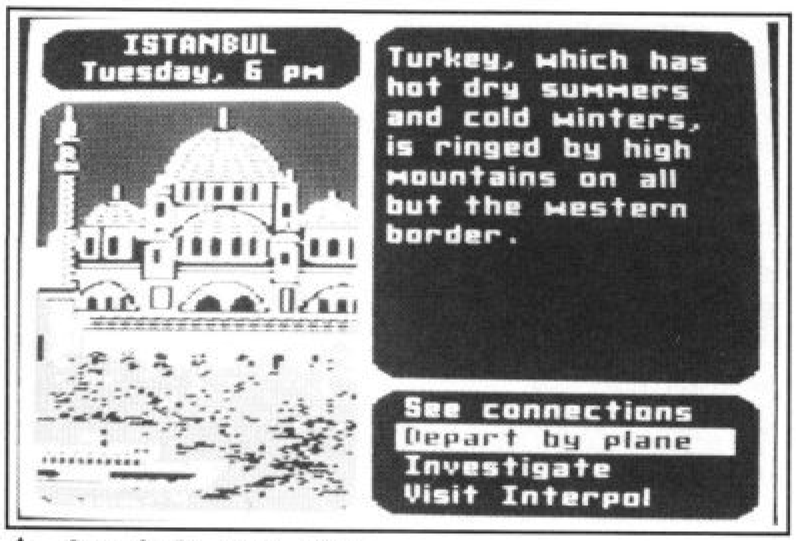
Information about the city of New Delhi.



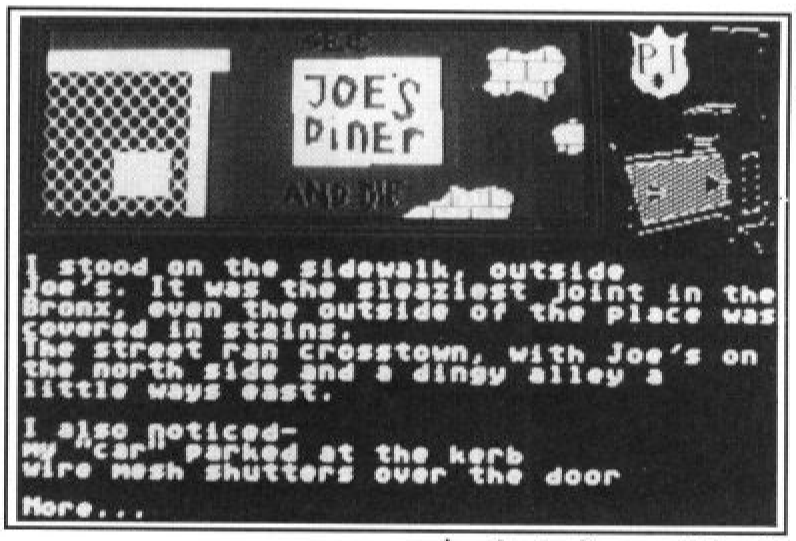
Jet over to Cairo in pursuit of a lead.



A trip to Khatmandu might be worth the trouble.



Istanbul: with temperature info handy.



Joe's diner, a friendly joint.



The Parthenon of Athens with a bit of history.

THE BIG SLEAZE

GrA
Pirhana Software/ Delta
64/128
Price Cass. £9.95

There has been a spate of comedy crime adventures recently, and Delta 4's *The Big Sleaze* follows St. Bride's Bugsy, and Lever/Jones' Dodgy Geezers. This one is a spoof on the fictional American Private Eye, and despite the occasional lapse into an English-type joke, the game maintains the flavour of its subject fairly faithfully.

Private Dicks, as Fergus NcNeil inevitably calls them, always have squalid offices, cluttered desks, and wear a mac. They are often approached by ravishing females in a highly emotional state, usually blond, and about 30. The Private Dick is always reluctant to take on the case, but nevertheless, always does.

There's not much different here. She kicks the door in and checks that you are a private detective. "Of course I am," you drawl. "What did you think Private Dick was short for?" "I don't know," she says thoughtfully, "maybe your mother made you wear tight underwear when you were a kid."

And so, accepting the cheque you set off in search of her father, a millionaire who she hasn't seen for years. He'd failed to turn up to a re-union dinner with her and, after waiting a fortnight for him, the poor girl became suspicious that this was more than just a question of slack punctuality.

Getting on the trail is hampered by the local kids, out for revenge ever since you busted their school dinner money racket. But before long you are visiting Joe in his luxury restaurant, and Ben in his very pink apartment, before pushing on to explore the interior of some fascinating ventilation ducts.

Fergus is getting more cunning in his old age, and has provided a very limited carrying capacity for our hero. There's lots of goodies lying around that any self-respecting Dick would like to carry along with him on a case like this, but it's deciding which ones you really need that cause an initial headache. In handling the inventory, Fergus makes realistic use of wearing items, and putting things in other things, to slightly expand the amount that one can carry.

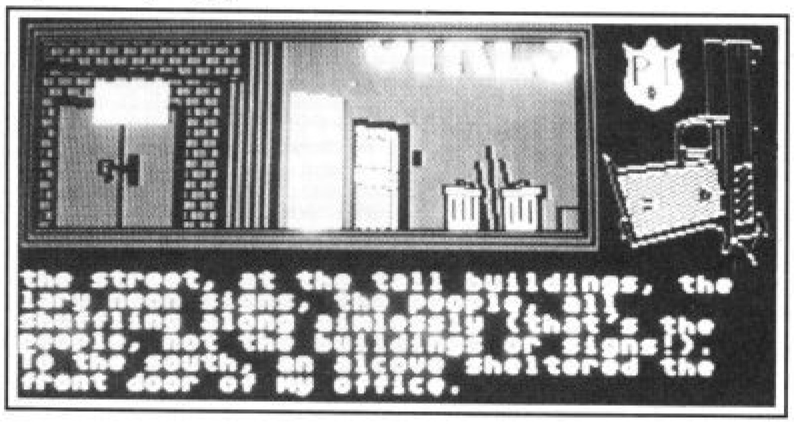
There are some bright and cheerful graphics at various locations, and the vocab, on the whole, is not too fussy. Quilled, the game has an instant response in text, and is quite speedy even when a picture is displayed. As is now almost a standard for Delta 4 adventures, there are three parts, each of which must be completed to progress to the next.

Every now and again, if you are not making much progress, the game closes on you with a criticism of your ability to solve the case. This would be annoying, were it not for the fact that there is a ram save feature, as well as tape and disk save. So it pays to save to ram every now and again, and then reload if you are forced to quit.

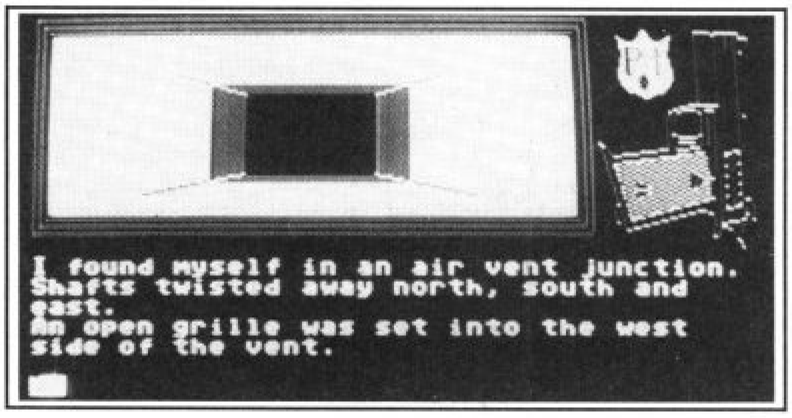
The Big Sleaze is Fergus's best to date. A pity about the price though, which, at £9.95 is a couple of pounds over the top for this type of adventure. (Take note, Pirhana — MacMillan's can surely afford to give as good a deal as CRL?) Nevertheless, if you like a good spoof, then you'll enjoy Sleaze.

GRAPHICS:	7
PLAYABILITY:	8
PUZZLEABILITY:	8
OVERALL:	7

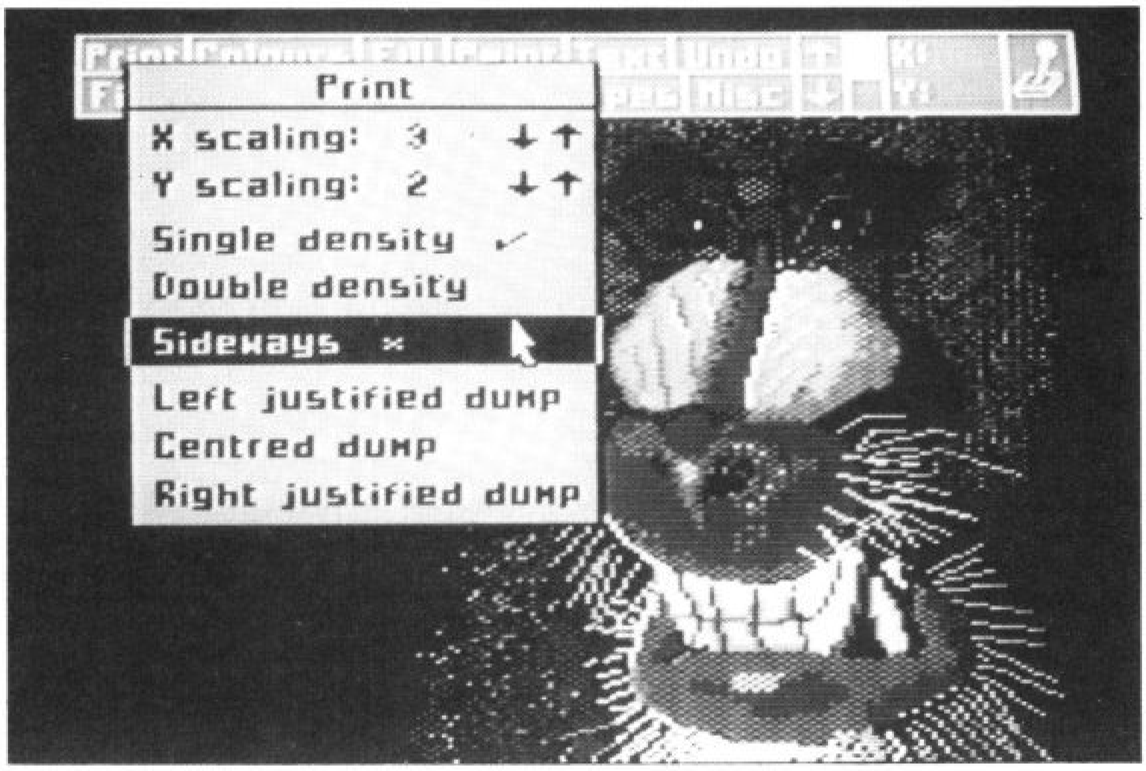
Sleaze is made difficult by the detective's lack of 'carrying' power.



Things start hotting up in the air shaft.



You're going to be pretty choked if you've already got Art Studio, because Rainbird has gone and improved it. Unlike the margarine ads, the new formula really is tastier. And what's more, you get the original version for free.



ETCH-STATIC

Art Studio originally appeared on the 64/128 last September. And although we gave it a good review, there were quite a few areas in which we thought the program could have been improved. Influential as we are, Rainbird seems to have taken those criticisms to heart because they've paid the most attention to these very areas in this new 'Advanced' version.

But there's more to *Advanced Art Studio* than that. A lot more has been added, the program is easier to use and that makes it much more creative than the original version. It's supplied either on tape or disk, and you get the original program thrown in free.

Like the old version, Advanced Art Studio uses the same windows and menus display. This nice 'n' simple presentation means you can start using the program without bothering to read the instructions. It's also joystick or mouse driven. I know mouses (mice?) are expensive, but they're by far the best way of using this program.

All the drawing functions you'd expect — like shapes, lines, fills, patterns etc — are all there, and so is the Windows function that made Art Studio so special.

Once you've defined a window (any part of your drawing) you can do loads of cleverclogs things with it. You can cut and paste, rotate, resize, make multiple copies and flip both horizontally and vertically. Unlike the original program, windows can now be saved to tape or disk so you can build up a library of pictures and elements.

But the biggest problem with Windows isn't solved — they must be defined as a square or oblong shape. The problem is that the bits of a drawing you want to move around are invariably irregular. But maybe I'm asking too much.

Art Studio's greatest improvement is in the use of colour. The programmers have built in two functions: Priority and Exclude. Any or all of the 16 colours can be set in the Priority and Exclusion tables.

How it all works takes some grasping, but here's an example to illustrate their use. Say you'd drawn a multicolour picture and you wanted to take a chunk out. Using a window, you'd have to cut and paste everything inside it. By entering the colours you want leaving behind in the Exclusion table, you take out only what you want.

The Priority table works in a different way, giving some colours precedence over others. Say you were pasting a section on top of an already existing drawing, the program will allow the colours you set as priorities to remain uncorrupted.

But there's more classy stuff with colours. Advanced Art Studio now gives you multicolour brush and fill patterns. There's twelve of each and they can all be edited very easily and saved to tape or disk. Using the largest multicolour brush (three colours and a transparent one) you really can do the kind of things the Amiga does so well. Am I joking? No, not really.

In general, use of colour is remarkably good. doing detailed colour work in Magnify mode is now much easier. Apart from being able to work in x2, x4 and x8 magnification, you can now toggle the full-size screen on and off from any of the enlarged screens.

The programmers seem to have solved the perennial problem of adjacent fill patterns 'bleeding' into each other — but you still can't fill on top of a fill.

What's next? Oh yes, Text mode — that's been well and truely overhauled. Instead of the crummy 'computer-type' font you got on the old version, you can now use the 64's built-in font or a choice of two from the tape or disk. They can be used both in bold and italic form. If you're not happy with that lot, a font editor is provided.

Better still, individual characters and whole fonts can be rotated in any direction (great for writing Russian) and text can be written on screen backwards or forwards, up or down. Character size can be changed both upwards and across and you can vary the spacing. You wouldn't even find that on a word processor.

Accuracy is about as good as it will ever be on the 64. A much-needed display of co-ordinates is now provided on the top right of the screen to aid accurate positioning. The co-ordinates work in any of the magnify modes too.

Lastly there's the manual. As usual, Rainbird have produced useful and informative documentation in the form of a 56-page ring-bound manual.

There's only one point I'm still not happy with, the printer bit. The program defaults to the MPS 801 printer — and there are no problems with that. But you have to customise the program to make it output to any other. And that involves answering a string of baffling questions, many of which you won't find the answer for in the user manual.

That's done because the printer must be set up to print in the proportion and the density to give a realistic representation of what's on the screen. Still, it's a pain.

Not to end on a critical note, Advanced Art Studio is a very good program indeed. All credit to Rainbird (cheers, Harry) for bothering to improve an existing program and still managing to sell it reasonably cheaply. If you didn't buy the original, now's your chance.

- **Advanced Art Studio**
- **Commodore 64/128**
- **Rainbird Software**
- **Tel: 01 240 8838**
- **Price: £24.95/cass**
- **£24.95/disk**

Rainbird's Advanced Art Studio **reviewed by Bohdan Buciak**

NEXT MONTH

BEACH BUMS

Sing along now. Ready, altogether 'Oh we do like to be beside the sea side, oh we do like to be beside the sea'. You betchya we do especially when the new re-vamped sea side arcades are packed full of the latest coin-ops going. But that is only part of the story. As the sea side arcades tend to have a higher turn over during the holiday season the cost of playing is generally lower. Next month Arcades makes a welcome break from the seedy West End of London and heads for the sea. I am not saying where we will be but should you spot Nick Kelly, Mike Pattenden, or the Ed at the seaside in the next few months then don't forget to say hello. We will be very pleased to meet you. What do you mean how will you recognise us? We'll be the people with the highest scores of course — and we will probably also be wearing trendy CU T-shirts. Seaside Special will be the most complete survey of the state of the countries' sea front arcades ever published in the UK. Don't miss it.

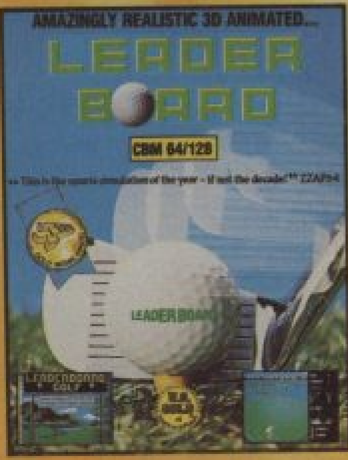
Also in this Summer bumper issue are a guaranteed 116 pages, reviews of Thai Pan, the Last Ninja, Thing On a Spring II, Summer Events C16 (exclusive) and the latest Amiga A500 games. This sizzling Summer issue will leave all the ordinary magazines in the shade.

Yours for £1. Buy it — or for every be one of those beach wimps who has sand kicked in his face.

CU NEXT MONTH

Three Up & Dozens to Play

With 3 different versions of the famous Leaderboard now available across 7 systems there are dozens of testing courses, hundreds of challenging game variations, designed to test your skill and judgement, designed to integrate and complement each other and lead you from one level of competence to the highest possible plane of tension and excitement. Leaderboard is the individual challenge with unknown variations and tests of your abilities.

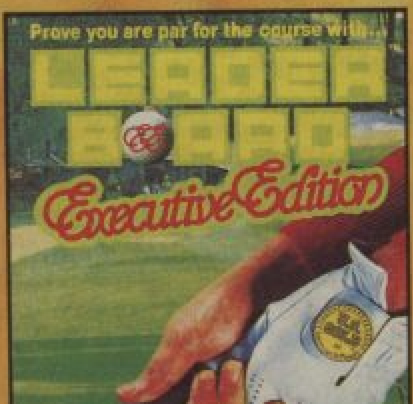


LEADERBOARD
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TOURNAMENT LEADERBOARD
Four exciting new 18 hole golf courses demanding more concentration, more precision if you're to stay out of trouble. (To be played with original Leaderboard).

This is the sports simulation of the year – if not the decade. Zzap 64.



LEADERBOARD EXECUTIVE EDITION
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What you learnt on the original Leaderboard courses will really be put to the test on these exciting challenges.

A game that's frightening in its demand and realism, only the mentally tough will survive these encounters unscathed.

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		£14.95 d	£14.95 d	£14.99 d	£24.95 d	£24.99 d	£24.95 d
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PAPERBOY COMP

WIN a 64C

The 64 version of *Paperboy* is still in the charts six months after it was released, and now the C16 version looks set to join it. That could make *Paperboy* one of the year's biggest sellers by December.

To mark the success of the game and celebrate the launch of the conversion Elite have generously put up a new Commodore 64 for someone who wants to upgrade. Plus there's twenty-five copies of the C16 game for the runners-up.

All we want you to do is answer three dead simple questions about newspapers.

● 1) A new Sunday paper was launched in April its name was?
- a) Sunday Sport
- b) News on Sunday
- c) Soaraway Sunday

● 2) The publisher of the Daily Mirror is
- a) Robert Maxwell
- b) Rupert Murdoch
- c) Eddie Shah

● 3) Which paper is nicknamed 'The Thunderer'?
- a) The Sun
- b) Meteorology Monthly
- c) The Times

First correct answer out of the bag wins the computer, then the next twenty-five correct entries win runners-up prizes. Send your answers on a postcard to Paperboy Compo, 30-32 Farringdon Lane, London EC1R 3AU. Entries to arrive no later than 15th June.

IMAGIN



Screen shots taken from various computer formats

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Gobble those green globes!



Catch that whacky weapon!



Blast those orange autos!

ROADBLASTERS
Atari (3/5 × 10p)

Roadblasters is one of the ever-increasing fleet of coin-ops into which you insert not only your hard-earned dosh but your body also, and no doubt you'll find it priced accordingly in your local pleasure-dome.

Happily, however, you're not just paying for seating-space in the long, sleek and completely enclosed cabinet — *Roadblasters* really is a lot of fun to play.

With a choice of three playing levels, a highway twisting through constantly changing — and graphically striking — scenery, day-fading-into-night effects and a suitably groovy soundtrack, there's more than a passing resemblance to pure driving games like *Out Run*. But *Roadblasters* is a shoot-'em-up too, and that's what really makes it fun and value.

You start out with standard cannon, but you'll increase your fire-power dramatically if you manage to catch the special weapon which the occasional passing aircraft drops in your path.

Driving along you try to blast orange cars, motorbikes and roadside gun batteries while avoiding indestructible obstacles such as purple cars, land mines and, of course, missiles from the gun batteries.

You can replenish your fuel supplies by driving over the red and green globes which remain after you've dispatched various other vehicles, so in your eagerness to keep that pedal hard against the floor and those cannons blazing, don't forget to pick up as many of these life-prolonging spheres as you possibly can.

The handling and graphics makes *Roadblasters* a real pleasure to play. But what pleases me most about it is that, assuming you collect your fuel globes and stay alert, you can stay alive and active indefinitely — or at least for long enough to justify your initial steep investment.

My one criticism of this immensely playable coin-op is that I suspect that, with practise, arcade supremos will soon master the hazards that confront them, and may find the going slightly predictable. For now, *Roadblasters* throws quite enough obstacles in my path to keep me fully occuped.

This is one game I'll be coming back to on my own time.

GRAPHICS:	9
SOUND:	8
TOUGHNESS:	7
ENDURANCE:	7
VALUE:	9
OVERALL:	8

SUPER HANG-ON Sega (3 × 10p)

Another new arcade game featuring a wild console with its deluxe version is this sequel to the motorcycle hit, *Hang-On*.

Once seated on your saddle, you get to choose from a selection of different courses, varying in difficulty, and four (yes, *four*) alternative soundtracks, before you even get to the starting line.

Super Hang-On's most notable feature, though, is the turbo button. Whenever a red light flashes in the corner of the screen, you can, with a flick of your thumb, go from fast to very fast indeed.

The handling is superbly realistic, and you have to continually make adjustments to ensure that centrifugal force doesn't send you hurtling off the tracks and into a boulder or a road-sign.

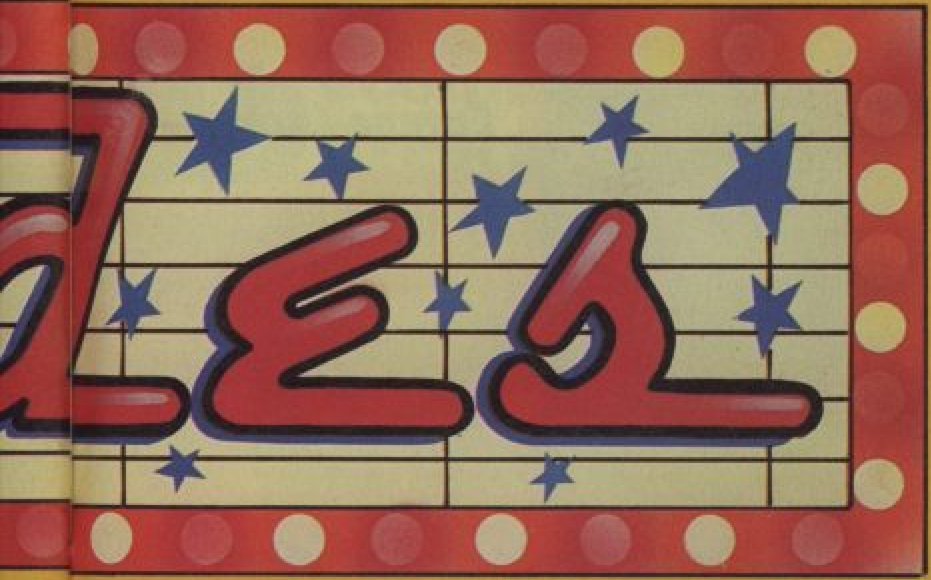
No complaints about the state-of-the-art graphics, either, with a variety of slowly-unfolding landscapes appropriate to the part of the world in which your course is situated and some highly believable sunsets.

So just why do I find this beautifully-finished game so boring?

Well, basically all you do is ride around a track, trying to stay on the tarmac and avoiding other riders. The harder levels bring more twists and turns, and a more crowded motorway, but other than that this game doesn't really develop at all. Perhaps I've got a low boredom threshold but after a few rides on *Super Hang-On*, I found myself itching to play something else with a bit more action.

My other major quibble is with value-for-money: unless you're Barry Sheene's smarter cousin, you're going to find your game ends very rapidly indeed. You're playing against the clock here, and extended plays are very hard to come by. The basic playing time is ridiculously short, and one slip seems to rule out your chance of spending more than a paltry minute or two on the road.

Super Hang-On is undoubtedly a very accurate representation of what it's like to drive at quite high speeds on a motorcycle around a twisting track — trouble is, that





LOCK ON Tatsumi (3 × 10p)

Phew! After all that roadway action, I decided what I really needed to relax myself was a nice airborne shoot-'em-up. And so I approached the gleaming new *Lock On* console, took a firm grip of the joystick, and inserted the necessaries . . .

Ten minutes later, sweat-soaked and green-faced I staggered out of the arcade. Whatever else *Lock on* may be, relaxing it is *not*.

You're a fighter pilot flying over a brilliantly psychedelic landscape. Your craft handles uncannily like the real thing must do — pull the joystick back and the ground disappears and you're staring at the great blue yonder, jerk it sideways and you'll find yourself banking that way.

The sky rapidly fills with zany enemy fighters, bizarre gun emplacements and fortresses which litter the ground beneath you like so many poisonous multi-coloured toadstools.

Both your cannon and their weapons behave in an unusually realistic way too, and missiles drift towards their targets rather than streak. This has advantages and disadvantages for you — you will (just about) have time to avoid the approaching tracer, assuming you notice it in time (which believe you me, on a screen this bright and busy, is no easy task), but you'll also have to fire at where you think an enemy will be by the time your missile lands.

The overall effect of the combination of realistic aircraft handling and graphics which make The Beatles' famous pop-art cartoon *The Yellow Submarine* look like Ceefax by comparison is to give you a fair dollop of thrills laced with a slight touch of seasickness.

Hardened cynics like Mike "Mikhael Gorbachev" Pattenden, with many hours flying time under their belts, may say that, if you take away the groovy colours *Lock On* is just a fairly mundane variation on the old *Mach III*, theme. But if, like me, your idea of a wild time is to don paisley trews and love beads, brew up a pot of herb tea and cool out to the sounds of The Thirteenth Floor Elevators, *Lock On* might be right-on way to lose bread, maaan. . .

GRAPHICS:	8
SOUND:	6
TOUGHNESS:	8
ENDURANCE:	7
VALUE:	7
OVERALL:	8



Can you catch the leading pack?



Can you overtake Norman Sheene?



Can you take the bend?



Can you stay awake?

just isn't quite exciting enough for me, and though I can appreciate the work that's gone into making the game realistic, I'd just as soon play some ludicrously escapist shoot-'em-up like *Nemisis*, thanks all the same.

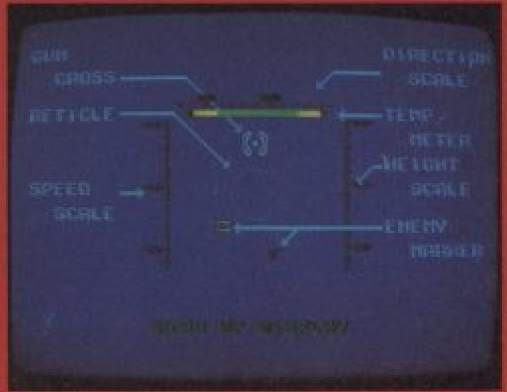
GRAPHICS:	8
SOUND:	7
TOUGHNESS:	9
ENDURANCE:	4
VALUE:	2
OVERALL:	6



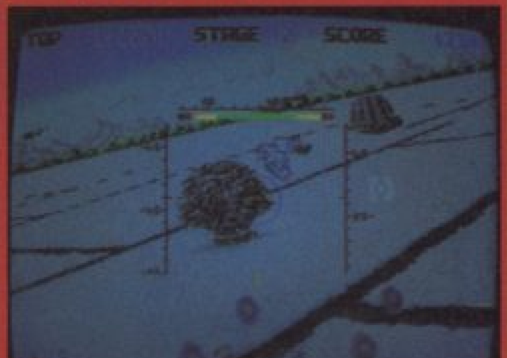
hey this looks like a really groovey game . . .



Ohhhhh. . . like I think I'm scared of heights. . .



Wow, so *that's* where I am! Heaveeee . . .



Right on, maaan — dig that awesome fungoid explosion . . .



Oh no, like I'm being attacked by two maneating doughnuts . . .

Arcades

KICK AND RUN

Taito **2 × 10p**

"Hello, you've just tuned into the final of the CU Challenge Cup at London's prestigious Family Leisure arcade in the Strand. We've two talented sides here today who I'm sure are going to provide some great football."

"Thank you Dicky, and what an exciting prospect we have here today. Security has been tight here at the Leisure Centre all

Eugene Lacey, Nick Kelly V Mike Pattenden, Ferdy Hamilton

morning as police were concerned that a group of rowdy Edgeley supporters (readers of Arcade Action) might try to cause some trouble, but the crowd don't seem to be too bothered about that. There's a real carnival atmosphere here today. Many CU supporters have turned out to see how new signing, Nick Kelly, stands up to the big occasion. Hot Shot Mike Pattenden is looking good — what a season's he's had, destroying no less than three naff footy games with searing reviews. Then there's the young upstart Hamilton, he makes up in determination what he lacks in size. The Ed himself is looking as stately as ever. What an ambassador for the game this man has been over the years. Cool, calm, and in control".

They've warmed up now and the referee's calling them to the machine. Lacey looks tense, perhaps feeling his weight and wishing he'd trained a bit more, but Pattenden and Hamilton are used to big occasions like this. Ferdy maybe a bit phased by the crowd though, there's twelve in the arcade, that's four more than he's used to at QPR."

"They're inserting the money now, two tens each but, oh dear Kelly is complaining to the referee already! It seems there's no option to play for Ireland! Well they're not happy at all in fact I think they've pressed the USA option what the hell are *they* doing on there? They're still arguing amongst themselves as the whistle goes. They've got possession anyway, moving slowly upfield pursued by Pattenden, Ferdy seems out of it completely. Oooh, that's a nasty challenge, but Lacey's evaded it, he's turned, the ball's run free to Kelly who strikes it well! But a great save from Ferdy who promptly throws the ball straight back to Eugene. Eugene shoots but it's blocked by another fierce Pattenden sliding tackle and now Ferdy has possession with a chance to break away. Look at him go what a run, he's going to go all the way on his own, only the keeper to beat — GOAL! What a superb solo effort."

The Irish boys kick off, but almost immediately the ball runs loose, the tackling is getting harder by the minute. It's a throw to the Irish then. Hamilton intercepts, Pattenden is late with a tackle again surely he needs booking Brian, the ball is kicked forward but intercepted by Lacey, Lacey to Kelly, Kelly to Lacey, Lacey back to Kelly (*get on with it — Ed*) into the ten yard box, Lacey shoots, off the bar! How unlucky, but Kelly retrieves it he's going to walk it in the net. There it is, one all! Right on half time as well . . ."

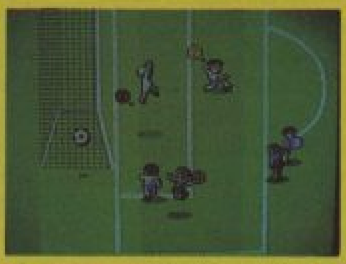
"You join us once again for the second half which could be even longer than the first one if the last forty five minutes were anything to go by, Brian."

"Pattenden kicks off but it's lost straight away to Lacey who loses it in turn, he's not having a great game so far. The ball's back with Pattenden, he's making his way up the field, evades one challenge and finds himself in a lot of space . . . he's going to shoot. Oh my word that's a cracker straight in the top corner! The rest of the team are mobbing him."

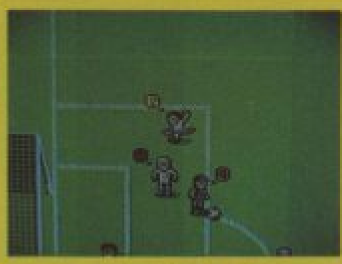
"Not long to go now as the Irish kick off again. Now their play has a sense of desparation. The ball is kicked long, long into the other half. There could be trouble on here, Pattenden is nowhere in sight and there's only Ferdy in goal to beat. Blocked! He's dribbling out the area on his own, where's he going? Surely he must lay it off, but he seems to be going all the way, Bruce Grobelaar eat your heart out . . . round the other team's keeper and it's in. Well, I've seen some things in my time but nothing like that. Quite incredible."

"And there goes the final whistle, 3-1 and what a performance. The Irish fought so hard by they're losers on the day. Pattenden and Hamilton never stopped running, but it was their finishing which won them the trophy (*this is nauseating — Ed*). Back to the studio for Trevor's comments."

GRAPHICS:	7
SOUND:	6
TOUGHNESS:	8
ENDURANCE:	6
VALUE:	6
OVERALL:	6



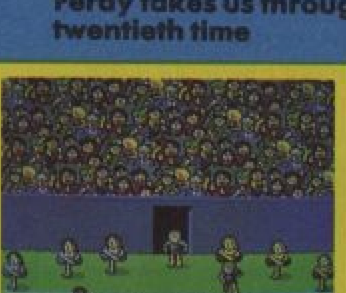
Ooooh! Close one



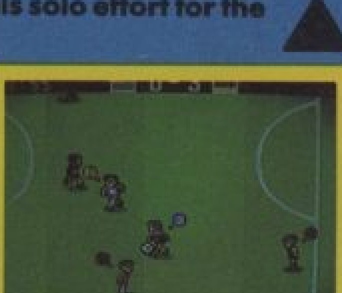
It's got to be a penalty — Ref!



Ferdy takes us through his solo effort for the twentieth time



Cheerleaders for the game. Yuk!



El Loco Hamilton's out of his area again

Eugene Lacey

I wasn't as sick as a parrot after playing Kick and Run but I wasn't over the moon either. The game idea is brilliant. I mean can you think of a better one — footy in state of the art coin-op graphics that you and three of your mates can play. Trouble is it doesn't work. Many of the moves that you are supposed to be able to make don't work, for example heading the ball and banana shots. It is also quite difficult to get your man back to tackle once you lose possession. No, I can't recommend it.

Mike Pattenden

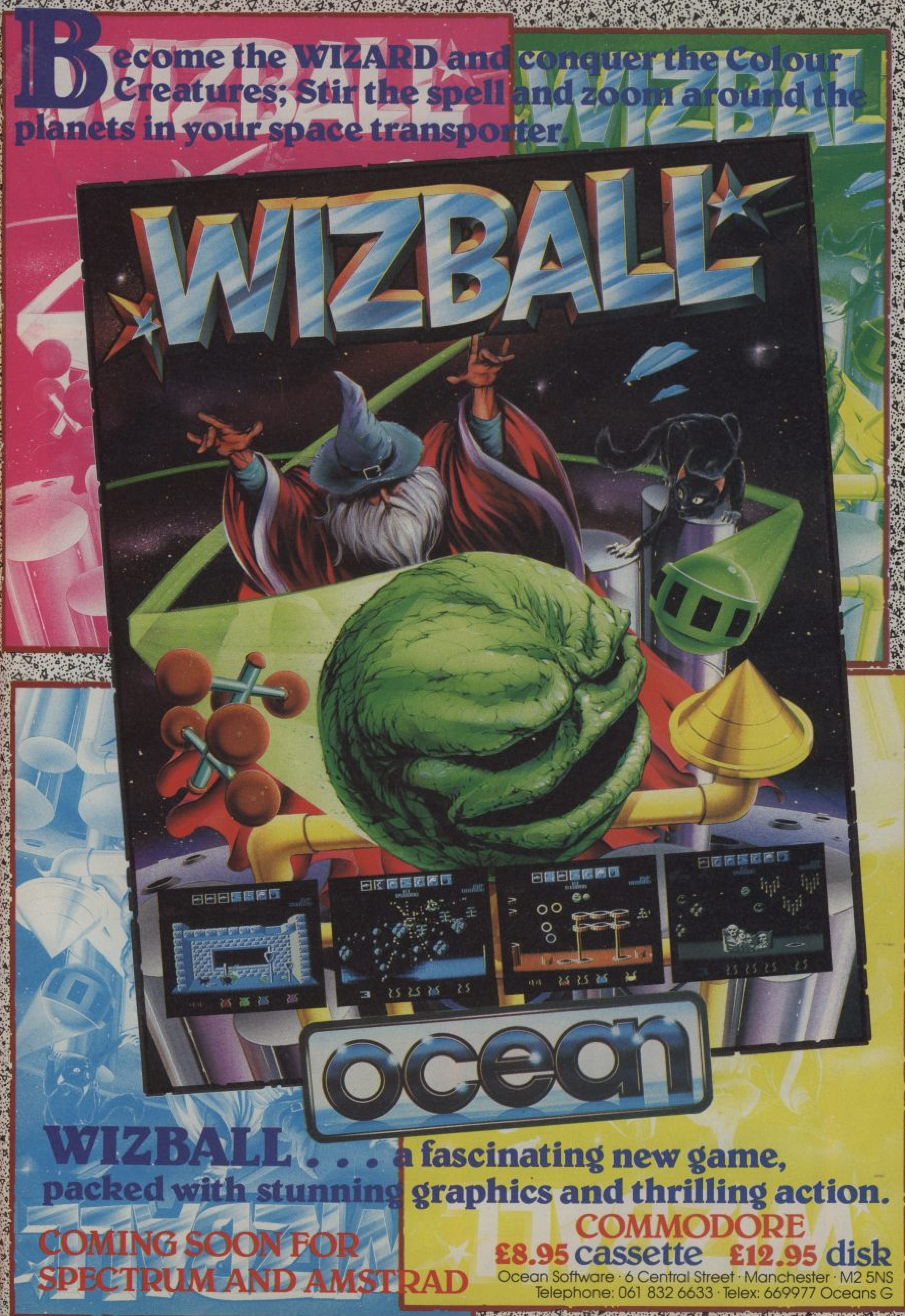
I think that the game comes into its own with four people playing each other, especially if everyone's at about the same level of skill. Against the comuter you're made to feel a bit of a donkey since it does such spectacular things. I also noticed that the game's designers were ignorant of, or ignored, the rules at some points which had me screaming 'Referee!'. At one particular point an opposition player came diving into the area and did a bicycle kick, scoring from my goal kick. Very irritating. But I did like the slide tackling.

Ferdy Hamilton

Well it's not exactly blindin' really is it? More of an updated International Soccer. It is colourful and playable but definitely only against other people. The computer's a bit of a Diego Maradona when left to itself. The speed of the shot is good but I don't like the way that you can shoot with the goal off the screen, it gives the keeper no chance. I think the tracker ball controls on World Cup would have been better as well.

Nick Kelly

Not a bad concept, nice Andy Capp graphics, but whatever happened to playability? There are five players on each team, and the one you control continually changes, so you spend a lot of your time just trying to work out which of the jumble of onscreen players you are. The controls are pretty unresponsive too, so even when you do finally "find" yourself you're not able to do anything very slick with your slow-moving alter ego. Even simple running with the ball is frustratingly difficult, and as for the "trick" shots you're told about — forget it. Don't bother taking on the computer, either — at least against fellow-wallies like "Mad" Mike and "Fast" Ferdy you've got some chance of winning.


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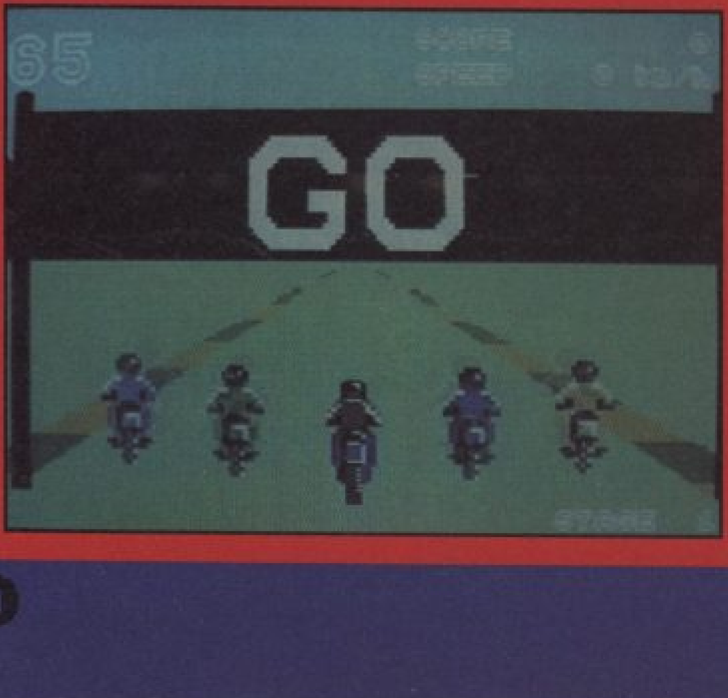
SDI (SEGA)

With single-player and two-player team options, this is a two-phase shoot-'em-up featuring tracker-ball gunsight control, in which your mission is, as the title implies to fight the defensive side in a nuclear war. During the attack phase, you drift about the stratosphere taking out horizontally-scrolling enemy missiles; and the defence phase finds you desperately picking-off the slowly-descending nasties: miss one and BOOOOOOOOM goes everything. Brilliant introductory screen graphics (see pic.) are, alas, not quite matched by those in the game itself, and quivering pinkos like ourselves find SDI's underlying concept a bit too realistic for comfort.



COMBAT SCHOOL (KONAMI)

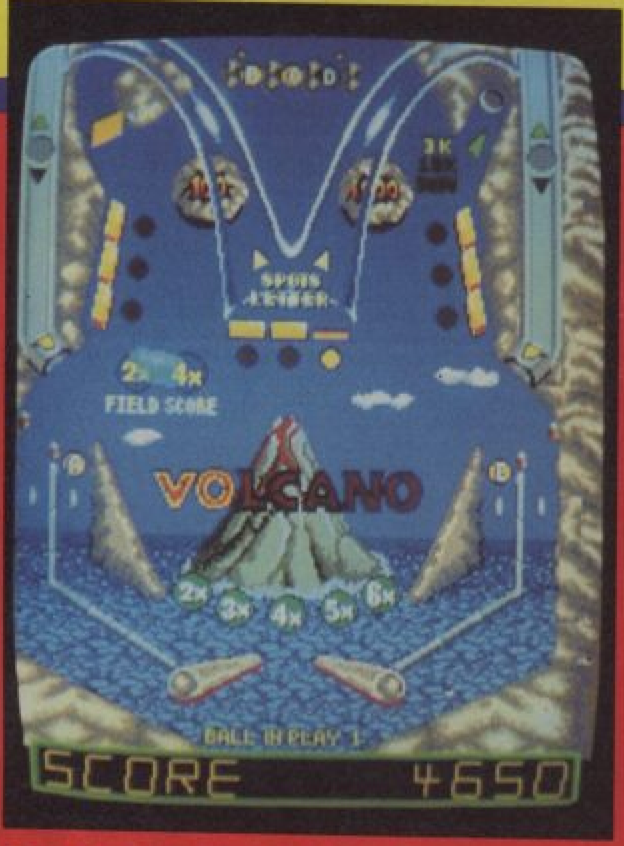
Currently being site-tested in selected arcades, this new Konami release seems certain to be a smash hit. You're a raw recruit thrown into the tough competitive world of a Westpoint-style military training camp, and you have to prove yourself in a series of trials, pitted against either the computer or another player. Using a tracker ball for movement plus buttons for various other actions, you have to complete an assault course, spar in the unarmed combat ring, shoot at the now-you-see-'em-now-you-don't targets on the firing range, arm-wrestle and go cross-country running, to name but five of your routines. Stunning graphics voice and sound-effects are also features of this white-hot coin-op.



KARNOV

(DATA EAST)

You play a tubby firebreather embarking upon some very weird quest. As you bounce through the psychedelic scenery you encounter, in quick succession, hooded swordsmen, unpleasant flesh-eating birds, "statues" which drop large ginger-nut biscuits on you, skeletons riding on ostriches and furious angels who dart about the place on tiny clouds. And that's just while you're on dry land — wait till you have to negotiate the underwater swimming stage. Sounds like you should have stayed in the circus.



TIME SCANNER

(SEGA)

Another interesting-looking game winging its way to you from Sega, *Time Scanner* is a pinball simulation. Traditionalists will be delighted by the realistic handling of the flippers and the "bump-bar", and the very convincing ball movement. Whether pinball fans will ever be satisfied with anything that isn't the genuine clash of rubber-band, glass and steel remains to be seen, but this looks like the best attempt yet to usurp the original.

Mastertronic in Arcadia

Mastertronic, the world's leading producer of budget games, have announced a move into the arcade games market. Two arcade consoles are planned for release in the near future, probably by the end of the summer. The release of these two coin-ops — *Rockford* and *Road Wars* — is notable for several reasons.

First of all, the new company set up by Mastertronic to produce the games, Arcadia Systems Inc., will be the first British company to develop, manufacture and market their own arcade games. Up till now, practically every coin-op in Britain's arcades has originated either in the U.S.A. or Japan.

Secondly, Mastertronic are using the Amiga hardware system in their coin-ops, as opposed to developing their own.

Geoff Heath of Mastertronic explains that their decision to get into the coin-op market was partially due to the availability of the Amiga.

"I think we saw an opportunity with Commodore's technology to write an arcade game using the Amiga board as opposed to the traditional PCB boards.

"For one thing, Amiga represents the latest technology. And for another, in terms of the length of time it takes to write an arcade game, the Amiga has a great advantage in that it takes about half the time that it would take using the traditional method, without any appreciable loss in quality, in fact with superior quality, in many cases."

Meanwhile the *Rockford* console will be none other than a conversion of the little swine featured in First Star's addictive *Boulderdash* series. Mastertronic's games will be competing in a highly-competitive market, but they feel that their proven strength in game design for the home computer market will serve them well and help them survive.

"I think we will compete with them," Geoff Heath says of the well-established American and Japanese arcade games manufacturers. "I'm not going to sit here and say we'll do better than them, because they're very good at what they do. But in terms of quality of product, we will be competing with them.

And if sales of *Rockford* and *Road Wars* confirm the "great interest" that Mastertronic say the industry is expressing in these new British coin-ops, there'll be more to follow soon — apparently there are about ten more Arcadia games in various stages of development.

It was as we scrabbled through the thirty-seventh mail-bag bulging with your Meet-The-Team compo entries that the thought struck us: why not work out a readers' top five? So here they are, the arcade games y'all jes' *lurve* to play the mostest:

COIN-OP CHART!!

1. **OUTRUN**
2. **ROADRUNNER**
3. **PACLAND**
4. **GRYZOR**
5. **SALAMANDER**

In fact, we enjoyed that so much, we thought we'd like to run a readers' chart every ish. So why don't y'all jot down your current to five coin-ops and send them into: COIN-OP CHART, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Anyone whose top five is the same and is the same order as the average will become the proud owner of a superfab CU sweatshirt — please state whether you'd like Small, Medium or Large on your chart.

CLASSIFIED

Swedish Commodore 64/128 user wants to swap stuff with people all over the world. Send a list or/and disks with your latest stuff. Peter Käll Roddv 10 S-13900 Vårmdå, Sweden. Tel 46-766 68710.

CBM64 cassette games for sale, all below half price. Send SAE for list to: Mike Platts, 61 Riverview Close, Hallow Road, Worcester WR2 6DB.

Reset switch CBM64 £3.50. Fits serial port. Enter Pokes. Neil Burrows, 24 Fairclough Road, Thronton Leveleys, Blackpool, Lancs FY5 2RN.

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Original Computrix software for Plus/4 and C16. Send S.A.E. for price list. J. K. Enterprises, 185 Waller Avenue, Luton, Beds LU4 9RS.

CBM64 owner wants to swap software all over the world. Only on disk. Send your list for mine. Roy Pettersen, 2060 Jessheim, Norway.

Amigos!! I want to exchange new games and programs to Amiga. Contact: T. Uddmar, Box 8, S-442 04 Kode, Sweden.

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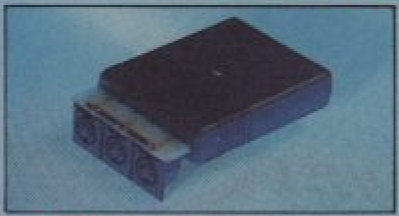
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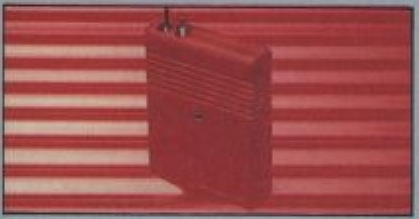
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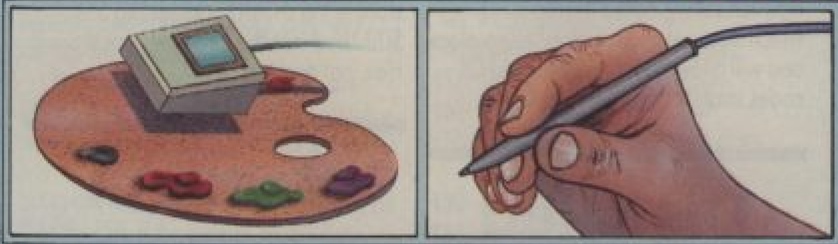
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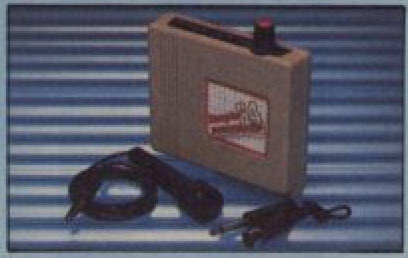
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TOMMY'S TIPS

Screen dump

I have a C16+64K and I am trying to write a screen dump program to dump the screen to tape or printer, but I am having trouble converting the CBM codes to the ASCII codes. Please, please help.
Anthony Downer, Ladywell, London, SE13

Because the CBM character set is really 2 characters sets in one, the codes are different depending on whether you have upper case plus graphics (Set 1), or upper and lower case (Set 2). The other problem is that the screen character codes are NOT necessarily the same as the values you obtain in a GET statement for example. If you look on pages 176-177 of the manual you will find the screen codes corresponding to the letters. To convert Set 1 to ASCII you add 64 to any screen codes below 32. All other codes (between 32 and 63) are sent direct. However, if you are using upper AND lower case then the conversion is more complicated, because in ASCII the lower case letters have higher values than upper case letters, whereas on a CBM machine they are the other way round. Therefore, to convert Set 2, use the following formula:

If the screen code is 0 then add 64

If the screen code is between 1 and 26, add 96

If the screen code is between 32 and 90 then don't change it.

Don't print anything outside these values since many will look like control codes which may cause the printer to do something funny like change text size. In all cases, the screen codes are the values obtained by PEEKing a screen location and the result of the changes will be to give you the correct ASCII codes. One point to bear in mind is that your printer interface may be doing its own conversions internally. If that is the case, you will need to alter the screen codes to look like the values shown on pages 178-179 of the manual (which are also the CBM printer codes) so that you send CBM codes to the interface instead of ASCII. Some interfaces have a switch setting called 'transparent' which stops any conversion taking place and will allow you to send true ASCII codes straight from the computer.

Disabled 128

We (the family) have a Commodore 128 and we wish to disable the run/stop and restore keys for an educational program in 128 mode.

While the solution in 64 mode is:-
POKE 809,255 Disable Run/Stop and Restore
POKE 788,52 Disable Run/Stop only
POKE 809,246 will restore these keys
POKE 788,49 will restore these keys
Our problem is, what is the solution in the 128 mode using basic 7 and machine code. We hope that you can assist us with some useful hints.
Brian Heasley, Artane, Dublin.

The C128 uses exactly the same pairs of addresses for these functions as the C64, it is only the values you POKE in that are different. The following POKEs will give you all the combinations you want when using 128 mode:

POKE 808,112 — Disable STOP Key only
POKE 808,100 — Disable RUN/STOP & RESTORE plus STOP key
POKE 792,100 — Disable RUN/STOP & RESTORE only (STOP will still break into the program using this)
POKE 808,110 — Restore original value
POKE 792,64 — Restore original value

To use these values in machine code just load the value to be stored into the accumualor (eg LDA#$70) and then store in the correct address (eg STA $0328). Note the examples are show in Hex, not decimal.

Random request

Could you please explain to me how you generate random numbers in machine code, and what machine code book(s) would you recommend?
Duncan Watts, Dyfed Wales

There are a number of ways of generating random numbers in m/code, but by far the easiest is to use the built-in ROM routines. These have the advantage that the bulk of the code is already written for you and gives similiar results to the BASIC RND (X) calls. There are 2 main routines, one giving a repeatable sequence and the other giving a fairly non-predictable sequence. JSR $EO8B is the former, while JSR $EO9E is the latter. Both routines will leave the resulting number in floating point accumulator 1 (FAC 1) and also in addresses 139-143; again as a floating point number. If you wish to use a fixed seed value then this can be stored in addresses 139-143 before calling the routine for the first time. Alternatively JSR EOD3 will give a random start seed equivalent to RND (-1).

Note that to get an integer random number you will have to do some further processing. As for machine code books, it all rather depends on your current level of knowledge. If you want to learn about 6502 programming in general then a book like Levanthal's 6502 Assembly Language programming' is excellent, although heavy going in places and not really for the novice. Alternatively, if you want to learn about using m/code on the C64 in particular, why not try Raeto West's book 'Programming the Commodore 64', which contains many worked m/code examples. If you are a complete novice then the Dr Watson m/code tutor program and manual is very good.

Sprite animation

I own a Commodore 64, and like many others have found problems (due to the poor manual) in the graphics and sprite departments. Moving, Enlarging, and more than one solitary sprite on the screen is as far as I've got. I know this may sound basic but could you give me some help in these departments:
1. Animation of Sprites.
2. Multicolour Sprites.
3. Sprite collision.
Stuart Hopkinson, Chesterfield

Animation of sprites on the 64 is indeed a little bit of a pain. BASIC is really too slow if more than one or two sprites are involved, and so the only really useful way is to use m/code with IRQ interrupts. Approximately 50 times every second the computer stops what it is doing and goes away to update things like the clock, check the keyboard etc. It is possible to alter the address that the interrupt routine jumps to, and to add your own m/code routine to do any number of things like moving sprites, playing music etc. As long as your own code ends with a jump to the original interrupt address, then you can include your own routines as part of this automatic update.

I don't have room to go into full details of how to do it here, but as long as you follow one or two rules it is not too complicated. The IRQ interrupt vector pointers are held in addresses 788 and 789. You must alter these to point to the address of your own m/code routine, BUT... preferably use m/code to alter these pointers and ensure you disable interrupts before changing them and then re-enable interrupts after they are changed.

Finally, end your own routine with a JMP to the original address ($EA31). As for multi-colour sprites, these have to be specially designed since instead of 24 × 21 pixels; ie only half the horizontal resolution. The 'pairs' of pixels represent which of the 4 colours will be displayed as follows:

00 — background colour (transparent)
01 — Individual sprite colour #0 (register 37)
10 — Individual sprite colour (registers 39-46)
11 — Sprite colour #1 (register 38)

Note that the two sprite colours #0 and #1 are the same for all multi-coloured sprites. The individual colour is specified as for single colour sprites. In order to display a multi-colour sprite as such, the relevant bit of register 28 must be set to 1 (the registers are offsets from the start of the MOB register block at address 53248). Finally, sprite collisions can be checked in BASIC by PEEKing register 30 (other sprites) or register 31 (screen data). If a 1 is found in the relevant bit position then a collision has occured (at least 2 bits will be set in register 30 to show which sprites have collided). Note that reading the collision registers clears the whole register, so if more than one collision may have occured, store the register contents before checking. If using an interrupt driven m/code movement routine then collisions can also be checked for at the same time, using the same registers as BASIC.

Machine Gun

● **I don't fully understand how the master register works in relation to more than 8 sprites moving on the one screen. Could you explain it better than the 'reference guide' and outline how to achieve the above. Also could you possibly write a program or outline the steps to make a sprite 'fire' machine gun style. I have a C64 and I am writing in machine code. Please could you help me. Advice would be much appreciated.**
Ciaran Coulter, Cavon, Ireland.

Unfortunately, I don't have the space to do it in detail, but the outline is as follows. The simplest way of getting 16 sprites is to split the screen in two and not allow sprites to cross the divide. This way you can have 8 sprites in the top half of the screen and a diffferent 8 in the bottom half of the screen (to make it more flexible than this involves splitting the screen into 'zones' and is much more complex).

You start by setting **Bit 0** in the **Interrupt Enable Register** (address 53274) with the following command: **POKE 53274, PEEK (53274) OR 1**. Then set the raster interrupt register(s) (RIR) at address 53266 (low 8 bits) and 53265 (MSB — 9th 'bit' of the raster position value) to the value of the screen position where you wish to change to the 'extra' 8 sprites. Assuming you have already defined the 16 sprites, set the sprite registers for the display characteristics of the first 8 and start the program running. As soon as the screen raster position equals the value set in the RIR, an IRQ interrupt will be generated. You must set up the IRQ vector pointers at addresses 788 and 789 to point to a m/code routine which will carry out the following actions; Change the RIR(s) to point to the top of the screen (and thereafter alternate between top and middle); change all the sprite display information to that for the second set of sprites; clear the interrupt status register (ISR) (address 53273) bit 0 by writing a 1 to it (and no, that isn't a mistake); then return from interrupt. Remember to set a flag so that you know which set of sprites you are currently displaying so that you 'toggle' the raster interrupt position and sprite set each time you service the interrupt.

One other point; because you are diverting *all* IRQ interrupts through your routine, you will need to check it the IRQ is a normal timed one or one your program has generated, by checking Bit 0 of the ISR. If the former, then jump straight to the normal IRQ vector address at $EA31. It may be necessary, depending on how much other processing you want to carry out during the interrupt, to alter the timing of the normal IRQ interrupts (using the CIA timers) or disable the interrupts while you are servicing your own. If you do the latter then remember to re-enable them before RTI.

As for 'machine gun' sprites, this needs a combination of UDGs and sprites. Perhaps the Ed will consider another Tommy Special on 'Sprite Animation' in a later issue?

Drawing man

● **I own a C16 and would like you to show me how to make these data statements to draw a man on the screen. I have also been struggling to make a man move left and right using the 'z' and 'x' keys. Please could you help me.**
MAN FACING LEFT:
DATA — 6,14,78,38,30,7,14,22.
DATA — 6,6,6,30,82,98,3,0.
MAN FACING RIGHT:
DATA — 96,96,96,120,74,70,192,0.
Nadeem Khaliq, Keighley, W. Yorkshire.

The DATA statements are the values needed to set up 4 UDGs which are then displayed in pairs (vertically) to give you the 'man' figures. While BASIC is not very good for moving 2 vertically grouped characters at a time, the use of a 'string variable' to include the necessary cursor movements does help. The following program builds the UDGs, and then switches between left and right facing figures depending on the direction of travel, using the 'z' and 'x' keys. For more infomation on using UDGs on the C16, see my 'Tommy Special' in the Feb issue of CU.

```
10 POKE 51,0: POKE 52, 60:POKE
   55,0:POKE56, 60:CLR:REM
   PRTECT UDG AREA
15 REM COPY CHAR SET
20 POKE1177,62
30 FORL=0T01023
40 POKE15360+L,PEEK
   (53248+L)
50 NEXT L
60 POKE1177,63
65 REM SET UP FOR UDGS
70 POKE65299,60
80 POKE65298,192
100 FOR CH=15360 TO 15391
110 READ GH: POKE CH,GH
120 NEXT CH
125 REM MAIN PROGRAM (SEE
    LINE 2000)
130 PRINT"<CLR>"
135 M1$=@ <DN><LT><LT>
    <LT>A ": M2$="<LT >
    B<DN><LT><LT> C"
140 C=15: R=10: M$=M2$
145 CHAR,C,R,""
160 PRINTM$
170 GETA$:IFA$=""THEN170
175 IFA$="X"THENC=C+1
    :M$=M2$:
    IFC>37THENC=37
180 IFA$="Z"THENC=C-1
    :M$=M1$:
    IFC<OTHENC=O
185 IFA$=" "THEN1000
190 GOTO145
200 DATA6,14,78,38,30,7,14,22
210 DATA6,6,6,30,82,98,3,0
220 DATA96,112,114,100,120,224,
    112,104
230 DATA96,96,96,120,74,70,192,0
1000 POKE65298,196:POKE65299,
     208
2000 REM<DN>=DOWN <LT>=
     LEFT <CLR>=CLEAR
2010 REM SPACE RESETS
     COMPUTER
```

Joystick routine

● **My problem is that I am having trouble moving my sprites around the screen via the joystick.**

The user manual does not tell you a thing about using the joystick to move sprites around the screen, I have tried making use of the joystick routines in some of your brilliant type-ins but it simply does not work.

Please could you show me how to use the joystick in this way.
Justin de Freitas, Aylesbury, Bucks

The way to move a sprite around the screen is to alter the X and Y co-ordinate registers located between addresses 53248 and 53264, depending on which of the 8 sprites you are controlling, remembering that you can only control one sprite at a time using the joystick. Assuming you are controlling Sprite 0 then you add or subtract 1 (or more, depending on the speed of movement required) to/from address 53248 for left and right movements (not forgetting to set the relevant bit of address 53264 for movement past the 256th coloumn), and add or subtract the same amount to/from address 53249 for down and up movements. Combine that with a routine to read the joystick in BASIC and you get the following program (lines 10-40 just define the sprite and set it to display in the centre of the screen). Press the FIRE button to toggle the speed of movement between 1 and 3:

```
10 PRINT "(CLR)": POKE 2040,13
20 FOR S=0 TO 62: POKE
   832+255: NEXT S
30 V=53248: SP=1: REM SP IS
   SPEED
40 LX=160: Y=100
100 REM MAIN ROUTINE
110 POKE 53281,0
120 POKE V+39,7: REM MAIN
    SPRITE COLOUR
130 X=LX: IF X>255 THEN
    X=X-255
140 POKE V,X: POKE V+1,Y: POKE
    V+21,1
150 JR1=56321: REM JOYSTICK
    PORT 1
160 JV=PEEK (JR1): IF
    (JVAND31)=31 THEN 160
170 IF (JVAND1)=0 THEN
    Y=Y-SP: IF Y<0 THEN Y=0
180 IF (JVAND2)=0 THEN
    Y=Y+SP: IF LX>255 THEN
    Y=255
190 IF (JVAND4)=0 THEN
    LX=LX-SP: IF LX<255 THEN
    POKEV+16,0: IF LX<0 THEN
    LX=0
200 IF (JVAND8) =0 THEN
    LX=LX+SP: IF LX>255 THEN
    POKE V+16,1: IF LX>370 THEN
    LX=370
210 IF (JVAND16)=0 THEN
    SP=SP+2: IF SP=5 THEN SP=1
220 GOTO130
```

TOMMY'S TIPS

Hot Shots

By Mike Pattenden

Top of the page to you! The Irish element in CU is getting to me a bit at the moment, but that won't stop me scraping up the latest droppings from the floor of the software world, not to mention the thrilling, incredible comic strip opposite continuing the adventures of the CU team. Part Two next month, but quickly before I forget all the things I was told to forget ..

● First up is **Wild Bill Stealey,** star of our Play To Win supplement. At a press conference for Microscope he told an assembled group of hacks of an impending launch based on some crummy anti-Commie excuse for a paperback called 'Red Dawn Rising'. The scenario is based on a Soviet invasion of Europe after the demise of nuclear weapons, all of which is as likely as my Aunt Fanny defecting to Cuba with my dental records. Somehow the conversation turned to, wait for it **'Nam,** whereupon Stealey announced emotionally "I lost some great buddies in South East Asia and it damn near tore my heart out." This had the assembled hacks crying into their All-American dinner of burgers and spare ribs. All except our own Nick "Pinko" Kelly, that is, who was on some anti-American diet consisting of tomatoes and Complan. What a dirtbag!

Apart from humiliating his staff Stealey was complaining bitterly about his games being banned in Germany (see buzz) where anything considered too violent by the authorities gets thrown out. If Stealey thinks he's on his own in this he's mistaken. Games banned in Germany include Ocean's *Rambo* and *Green Beret.* Elite's *Commando* and even *Ghosts and Goblins* suffered the same fate. I think Palace's *Barbarian* needn't bother to apply . . .

Which leads us on very neatly to **Palace Software** and the sexploitation of Maria Tittaker (I could be a Radio One DJ with "segways" like that — no, no I couldn't I'm not that thick). Steve Brown, Palace game designer turned his hand to designing Maria's cossie for the pouting photies on the game. He even fashioned some studs to go on her um, well you can guess (hint — there was two) only to find that his knowledge of the female body was incorrect. They wouldn't fit.



▲ Sarah Twingy — gone.

Since **Boobarian** was finished the grubby programmers have had a whale of time after inventing a poke which made Maria's costume fall off when you beat the wizard in the end. We'll be bringing all our weight to bear on them, so as to get the poke in Play To Win. CU keeping abreast of developments in technology . . .

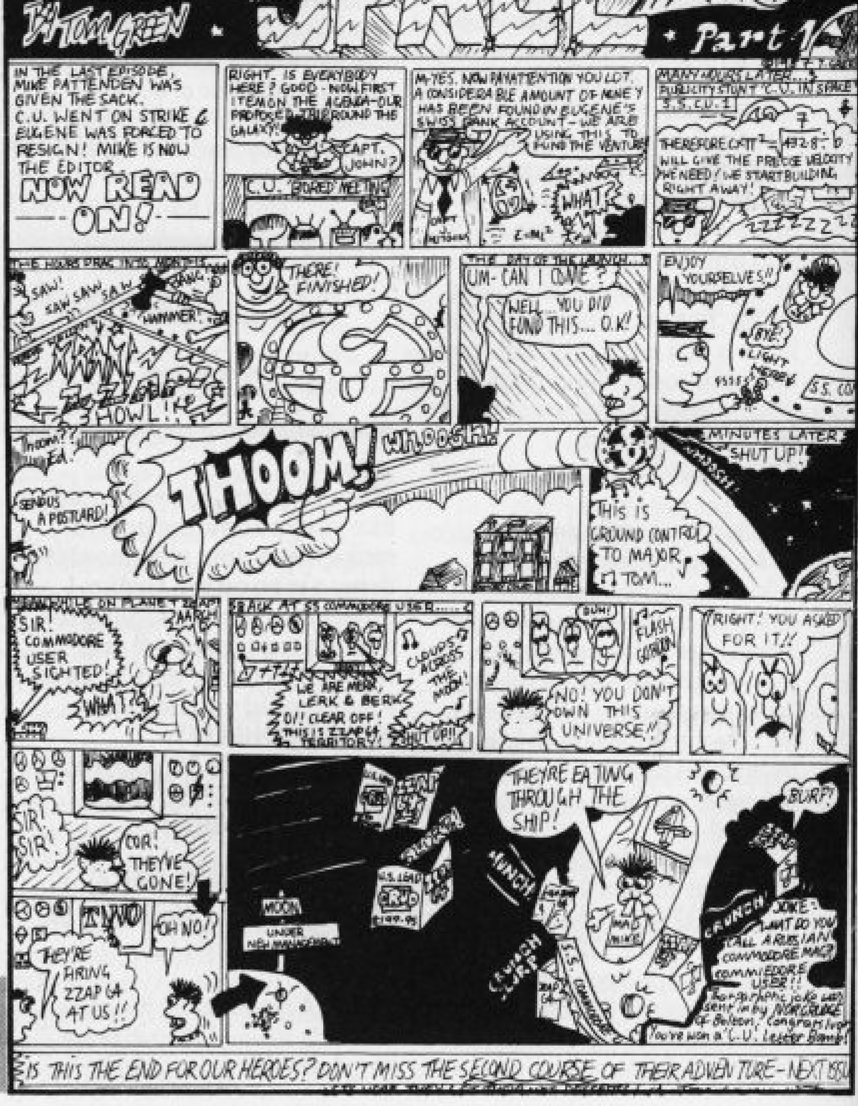
● Over to **Sensible Software,** programmers of the totally fab *Wizball,* where programmers Jonathan Hare and Chris Yates are set to challenge llama love-in guru Jeff Minter in the hairy stakes. The long-haired boys from Ilford (my home as it happens — gosh that's interesting Mike!) are less than pleased with Phalicus programmer **Stavros Fasoulas** who popped round to their house drank a bottled of gin, threw up on the carpet, er, urinated in the sink and pinched the best ideas from their game and stuck them in *Delta.* No wonder he was thrown out the country . . .

● Another person guilty of unseemly behaviour was our own **Ferdy Hamilton,**ejected from an Arsenal V QPR game by the Old Bill for bad language. A policeman behind the young hooligan collared hime when he thought Headcase Hamilton was trying to take on the entire Arsenal away end. In fact he was just shouting at two of his friends. Also involved in brawling was Sinclair User's editor David Kelly, accosted in Hampstead by an irate reader for ruining the magazine. A punch-up is also on the cards with Computer and Video Games after we discovered they nicked the title 'Play To Win' for their supplement. Please send dead cats and matchboxes of dogdirt to editor Tim Metcalfe in protest . . .

● A late Hotshotette comes with the absolutely totally EXCLUSIVE news which nobody else but you and me knows. US Gold have signed a licence to produce *Out Run.* Bid dosh was put up front for what will be the number one game of Christmas. Now who says I don't tell you anything . . .

● Finally though it's goodbye to James. Pouting queen of the ad scene Sarah James has defected to a software company. CU's offices will never be the same without the blonde bombshell. Never will I receive a garish shirt as a birthday present again. Never will I have to lend her the bus fare to get home. Saz, as she was unaffectionately known has joined Rainbird. So it's goodbye to one busy lady and hello to quiet country boy Mark Scriven. Scrivo likes fly fishing, Bristol Rovers and hosing, whatever that may be . . .

▼ Part One of Tom Green's CU in space.




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